
N64 MAGAZINE
MORE GAMES! MORE PAGES! MORE TIPS! MORE CHALLENGES!
The UK's best-selling independent Nintendo mag!
Nintendo in 2000 INSIDE!
PICS AND INFO ON EVERY BIG 2000 GAME!
N64 MAGAZINE
ISS MILLENNIUM
EXCLUSIVE!
It's back – and it's better than ever! p54
TIPPED!
BEAT ALL THESE GAMES WITH OUR HUGE GUIDES!
p35 DONKEY KONG 64
p90 SUPER SMASH BROS
p94 WWF WRESTLEMANIA
PLUS! planet GAME BOY
The original and best Game Boy mag inside! p44
Future Publishing
Your Guarantee Of Value
JANUARY 2000 £2.95
9 771367 595003 01
ISSUE 37

"PORK AWAY."



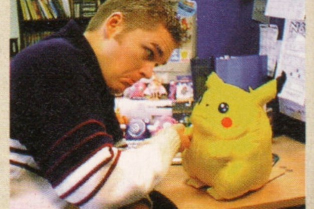
The third coming


www.ewj3d.com

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

N64 MAGAZINE CONTENTS

Issue 37, January 2000



Coming on Kong...

Thanks to our slightly strange Christmas-but-not-really-Christmas on-sale date, you may or may not have already played *Donkey Kong 64*. If you haven't, it's probably high up on your Chrimbo list. If you have then you'll already be well aware of how fantastically good it is.

And as you've opened up this month's bumper banana bag, you'll also have found our free *DK64* game box. For details of how it 'works', flick to page 12, and for the start of our secret *DK64* tips, nip along to page 35. They're sealed up so don't dip in unless you're really stuck!

Between hefty bouts of *DK64*, you'll no doubt find that extra Christmas cash burning a hole in your pocket, so why not check out our six-page buying guide on page 28 to see what *other* Nintendo goodies you can nab for next to nothing. And in our N2K feature on page 58, you'll also be able to see what game's are worth saving for in the new Millennium.

Talking of Millennium, the new *ISS* rolls into town this month with its brilliant new career mode, and we've got a step-by-step guide on page 54 *and* an interview with publicity-shy developers Major A.

Have a great New Year!

Tim Weaver
Editor

Next issue on sale Tuesday 25th January
To find out why it's going to be fantastic jump to p128

Look out for this little chap on N64's covers every month to know that you're buying the biggest and best Nintendo magazine there is.

PLANET 64

Starts on page 10



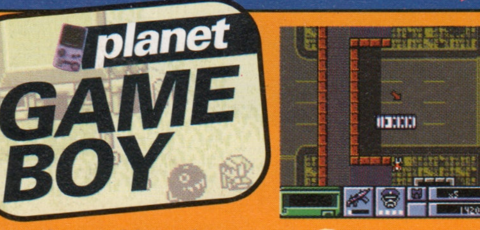
10 NEWSDESK
Dolphin news, old Rare games remembered, and Yamauchi up close. Yeurk!

16 COMING SOON
Mario Party 2, Castlevania 2, and more on *Zelda Gaiden.*



REGULARS

114 **DIRECTORY** Every N64 game we've ever 'done'.
122 **SUBSCRIPTIONS** **N64** delivered directly to your door!
128 **N64 MAGAZINE ISSUE 38** What's coming up in one month's time.
130 **WISH YOU WERE HERE...** Martin reminisces about *Forsaken*.



planet GAME BOY

It's the world's only dedicated monthly GB mag! 44

N64 ARENA

UK releases, reviewed, rated... and completed!

Starts on page 64

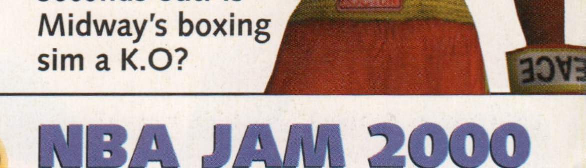


66 READY 2 RUMBLE
Seconds out! Is Midway's boxing sim a K.O?

70 NBA JAM 2000
Slam dunk the funk all over again.

72 ARMORINES
It's Starship Troopers on the N64!

76 FIGHTING FORCE
Core's beat-'em-up lands in the UK.





IMPORT ARENA

The latest Japanese and American games reviewed.

Starts on page 78

78 TOY STORY 2
To infinity... and beyond! Can Buzz and friends make the grade?

80 POKÉMON SNAP
The American version of the Pokémon photograph-'em-up!



CONTENTS

N64 Magazine FUTURE LOOK

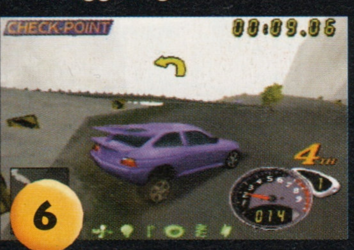
Your first look at the *BIG* new N64 games!

Starts on page 6



TOP GEAR RALLY 2

Exclusive playtest of this staggering new racer!



6

NUCLEAR STRIKE

Atomic new shots of THQ's barnstorming action-fest!



8



Nintendo in 2000

New year, new games! Shots and info on every big title you'll be playing come the next Millennium! It's vital viewing!

58

N64 Magazine Club 64

The ultimate reader service

Starts on page 85

HOW TO... smash 'em all in Super Smash Bros

90

HOW TO... unleash some whup-ass in WWF Wrestlemania 2000

94

DONKEY KONG 64

Huge ultra-secret sealed section, packed with juicy simian secrets!

35

SPECIAL INVESTIGATION: ISS Millennium

All-new RPG mode exposed inside!

54

The ultimate Yuletide buying guide

How to spend your christmas dosh!

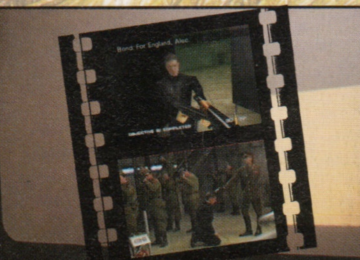
28

Club 64 MAILBOX	Sackloads of letters ably answered.	86
TIPS EXTRA	Pages of tips and cheats for the latest and greatest.	98
DR KITTS' GAME CLINIC	Steely-eyed Kittsy sees to gaming woes.	103
GAME ON	The return of our monstrously tricky game challenges section. Go on, give it a whirl.	104
I'M THE BEST	The best gamers in the world congregate here.	106
NEW! SKILL CLUB 64	The Platinum league grows again.	110
DIRECTORY	Scores, comments and tips for every N64 game ever made. Yes!	114
BACK ISSUES & SUBSCRIPTIONS	Missed an issue? Want more issues? Head here.	122

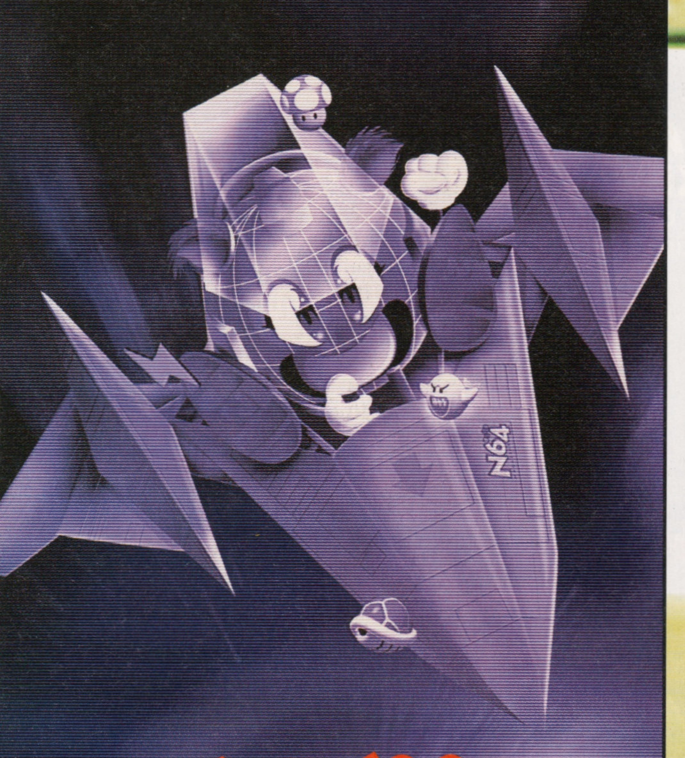
Games on film

Grab some nachos and a bag of Maltesers for the moments where N64 games and movies collide.

124



Flip to page 130 for a full index of this month's contents! GO! GO!



N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

TOP GEAR RALLY 2 — 6
Exclusive shots of Kemco's racer!

NUCLEAR STRIKE 64 — 8
More info on THQ's fantastic chopper sim.

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16!

GO! GO!

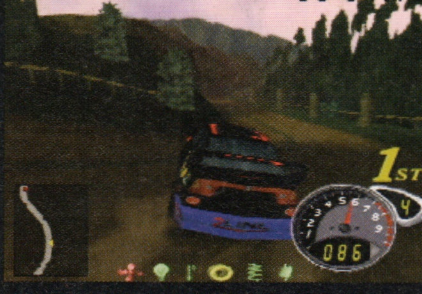




Some of the corners require a lighter touch than we've shown here. Oops.

Powersliding out of control, here – remember to brake on corners. Get the right way round!



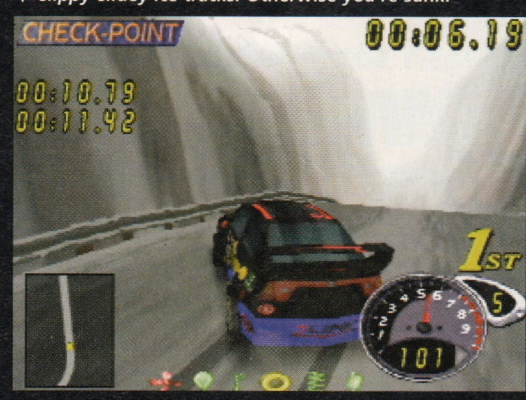


A tremendous course, this. It's the desert, it's raining, it's a total mud-fest.



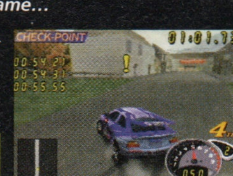
Decals get added to your car as you win more races and gain more sponsors. Very nice indeed.

Remember to equip winter-weather tyres for the slippy-slidey ice tracks. Otherwise you're sunk.



The courses are brilliantly designed throughout the game…

…and rather than several laps, you race a single 'leg'.



INFO BURST

TOP GEAR RALLY 2	
FROM:	Kemco
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

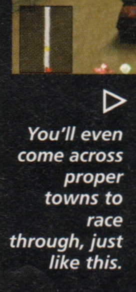
WHEN'S IT OUT?

US	UK	Japan
Dec	Feb	TBA

ANTICIPATION RATING



The desert tracks are dotted with rickety shanty towns, like this one. Very atmospheric.





You'll even come across proper towns to race through, just like this.

TOP GEAR RALLY 2

tyre breaker

The original *Top Gear Rally* was a cracker. Delightful visuals, sensitive handling and well-designed courses made it the N64's first really successful racer. Sure, the background detail was lacking, it was a little bland in places, and the CPU cars weren't much of a challenge, but it was great fun all the same. And now here's *Top Gear Rally 2*... and it's absolutely fantastic.

Developed by Saffire, the people behind *Rainbow Six* – original developers, Boss Games went on to create the dreamy *World Driver Championship* – *TGR2* builds splendidly on what went before. Visually there's stacks of detail with clean graphics and a natural, believable look. But the real surprise is just how much has been packed into the game.

Of course, there's a staggered series of Championship races, and a variety of environmentally-diverse tracks to race on, but this looks like it's going to be one of the deepest racers we've ever played. Like *World Driver*, *TGR2* allows you to join various different racing teams, and more clamour for your patronage as you win more races. There's a bewildering amount of engine-tinkerage involved, too. Literally everything on your car – from the tyres to the on-board computers – can be bought, upgraded and repaired, using points won from races. And you're going to have to learn to drive carefully, as simply bashing your car around the track will cause all manner of havoc.

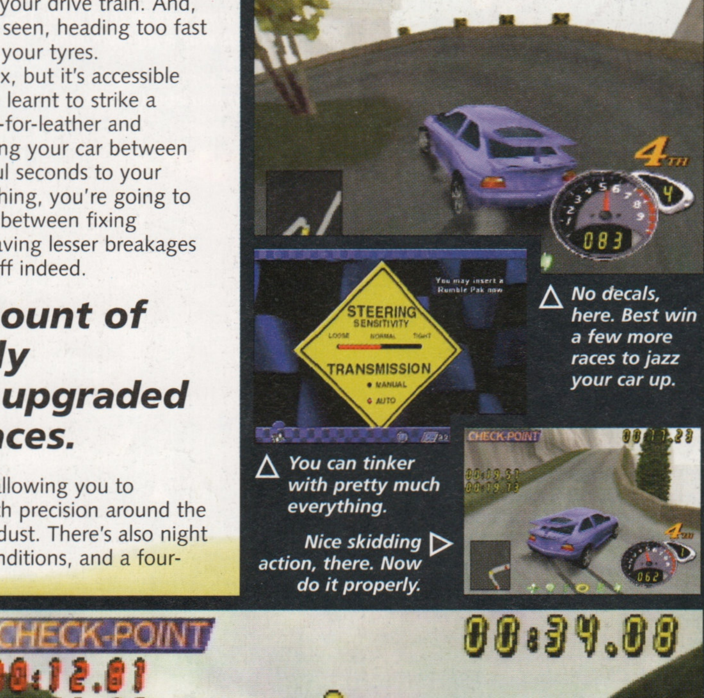
Head off the track and into water, for example, and your electrics will go haywire. Take a jump too fast, and the landing will knacker your drive train. And, in one of the best bits we've seen, heading too fast over railway tracks will burst your tyres.

It's involving and complex, but it's accessible too, and always sensible. We learnt to strike a balance between driving hell-for-leather and cornering responsibly; repairing your car between the legs of a race adds hurtful seconds to your time. So, if you wreck something, you're going to have to make a compromise between fixing essential components and leaving lesser breakages until you've finished. Top stuff indeed.

LIFESPAN ***There's a bewildering amount of engine-tinkerage. Literally everything on your car can be bought, upgraded and repaired, using points won from races.***

The handling is superb, allowing you to powerslide brilliantly, and with precision around the desert courses, in a flurry of dust. There's also night driving, different weather conditions, and a four-player mode that looks set to be top-notch, with no slow-down or loss in graphical detail.

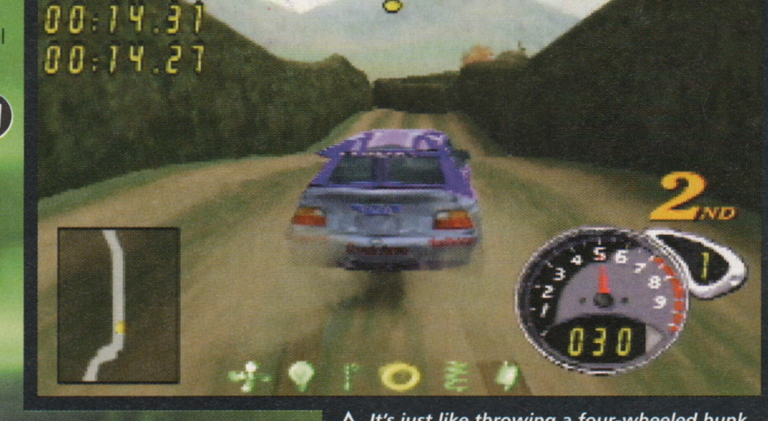
As you can probably tell, we've got high hopes for this. We hope to have a review next issue. Until then, enjoy these all-new, exclusive screenshots. Vroom!



△ No decals, here. Best win a few more races to jazz your car up.

△ You can tinker with pretty much everything.

Nice skidding action, there. Now do it properly. ▷



△ It's just like throwing a four-wheeled hunk of metal around Longleat.

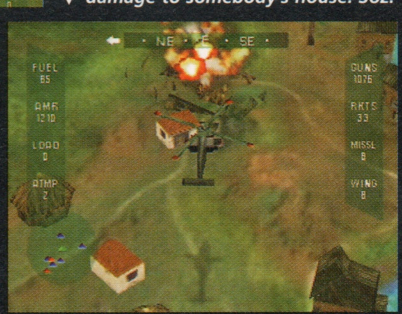
SAVING THE WORLD WITH THQ'S CHOPPERTASTIC BLASTER!



△ Missiles can blow up just about anything with one shot, but they're in limited supply. Use them wisely.

That's the only way to deal with informants. It was a mercy killing. ▷

▽ Just caused some minor structural damage to somebody's house. Soz.



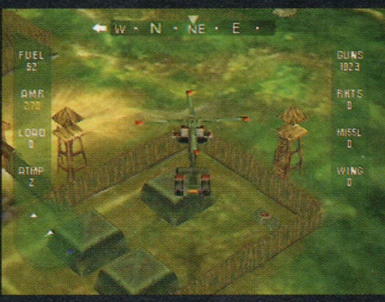


You don't control the height of your chopper, so there's no chance of falling in the river.

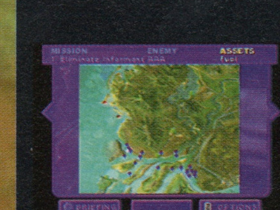


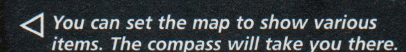


△ Pounding machine gun rounds into a hillside is fun but unproductive.



△ Before destroying the compound, make use of the ammo refill down there.





◁ You can set the map to show various items. The compass will take you there.

NUCLEAR



INFO BURST

NUCLEAR STRIKE 64	
FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Jan	Jan	TBA

ANTICIPATION RATING

The *Strike* series has been knocking around since the days of the Gulf War, with games such as *Desert Strike* and *Jungle Strike* proving to be huge hits on the Mega Drive, and *Soviet Strike* bringing the helicopter shoot-'em-up into full 3D on the PlayStation.

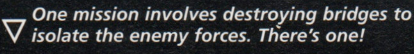
Nuclear Strike is the latest instalment, and the first to make it to the N64. The game's 64-bit debut features 15 missions with a wider range of objectives than in the previous versions. You'll be called upon to ferry an agent from place to place, protect troop convoys or just blast everything to pieces. The standard mode of transport is the trusty Apache chopper, which comes armed to the teeth with machine guns and three different types of missile, but you don't have to stick with it for the whole game. Certain missions put you in the driving seat of a Jeep, a tank, a hovercraft, a Harrier jet, or one of ten other vehicles.

VISUALS ● *It still isn't the best looking game in the world, but if you've got an expansion pak you can play with medium resolution graphics.*

The most difficult thing about *Strike* games, particularly the 3D ones where the landscape rotates around you, has always been finding your way from one point to another. *Nuclear Strike* makes things a little easier by providing a handy waypoint compass at the top of the screen which shows you exactly where you should be heading next. *Strike* purists can select a camera view which locks the landscape in place, just like the original 16-bit games, but we reckon the new system is far superior.

Pretty much everything can be destroyed, from trees to houses, and apart from being very satisfying, shooting up the

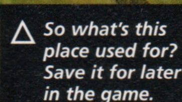



One mission involves destroying bridges to isolate the enemy forces. There's one!





Check the map before and during each mission. New intelligence reports show you where to fly.

So what's this place used for? Save it for later in the game.

This is the good old 'classic' camera angle. Not bad.

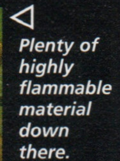
Better blow up that bridge too. You know, just in case. Anyway, it makes a pretty explosion.





Look out for little blokes running around carrying rocket launchers.

The alert zone has been disabled, meaning the enemy can't track our 'copter.

Plenty of highly flammable material down there.

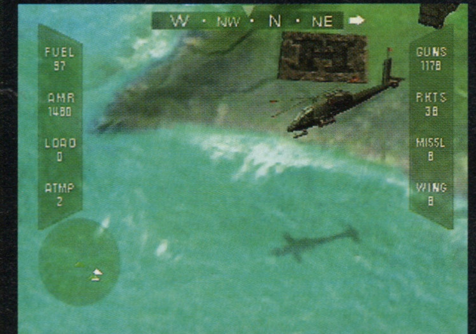
STRIKE 64

mr rotorvator

landscape can reveal hidden items such as fuel and ammo. You have to watch out for civilians though, because some missions involve rescuing certain people. If you kill them accidentally, it's game over. Whilst the simpler missions at the start of the game give you plenty of leeway when it comes to indulging in wanton destruction, the later levels require the use of a little more discretion.

The N64 version has been enhanced from the PlayStation original, with smoother textures and better enemy intelligence. It still isn't the best looking game in the world, but if you've got an expansion pak (and just about everyone will have, thanks to *Donkey Kong*), you can play with medium resolution graphics. There's no noticeable difference in speed from the standard mode, and everything looks much sharper.

Nuclear Strike should be hitting the shelves sometime during January, if everything goes according to plan at Pacific Power & Light, the developers behind the conversion. With any luck we'll have a review for you in the very next issue. Stay tuned.



There's not much to look at in the ocean, apart from some nice water.

Shooting open houses can reveal health crates.



TO BE CONTINUED... If all goes to plan, we'll have a review in the next issue.

Dolphin for Xmas 2000!

And more games announced...

Hiroshi Yamauchi. Now *there's* a name to conjure with. The famously ironfisted president of Nintendo isn't usually one to mince his words. Or make false promises, or brook any kind of nonsense from anyone, which makes his recent pronouncements concerning Dolphin all the more interesting.

In an interview with a Japanese magazine last month, Yamauchi stated, whilst not empirically, categorically or once-and-for-all finally, that Nintendo are really trying to release Dolphin in time for Christmas 2000. "We would like to release Dolphin closer to PlayStation 2" (currently slated for a March 4th 2000 Japanese release), he said. "But since we're aiming for the Christmas 2000 shopping season, I don't think the time difference is that much of a handicap." Can it be true? We certainly hope so.

It does seem that Nintendo are cutting it a bit fine, though. Dolphin is due to get its first public unveiling at Spaceworld in August, a mere nine months away, and, considering the numerous delays that hit the N64, that means Nintendo have certainly got some work to do. Yamauchi also stated that Nintendo intend to fight PlayStation 2's headstart with some revolutionary new games. "What's important is the side that clearly distinguishes itself by the quality of its software", he said. But nobody's actually received a Dolphin development kit at this stage.

That said, we know that several companies *are* currently working on Dolphin games, using high-end PC workstations. Theoretically, the software they create could then be tweaked and moved over to Dolphin. If you remember, in **N64**/35 Trip Hawkins said that it would be simple to transfer games from workstations to Dolphin without losing anything, because it's so powerful.

We know for sure that Saffire (the people behind *Rainbow Six, Xena* and *Top Gear Rally 2*) are working on a 'futuristic first-person shooter', that Rockstar are planning a series of Austin Powers games, and that Acclaim-Teesside are currently putting *Shadowman 2* together, as well as a number of unnamed, secret projects, which are said to be coming along very nicely. What could they be? We reckon they'll be based on more Acclaim comic characters...

Yamauchi also stated that Dolphin *will* be much cheaper than PlayStation 2. "A games machine that costs ¥40000 ($380) is too expensive to be aimed at children", he said, referring to Sony's console.

If we actually do see this inexpensive wonder machine in just over a year's time, we'll all be very happy indeed. Keep an eye on these pages for more Dolphin news over the coming months.

Yamsie. The old Yammers. The Yamster. Please, don't kill us. Sob.

Is this the new Mario? Fingers crossed, eh folks? Yeah baby yeah, etc, etc.

SHORT CUTS

KILLER INSTINCT GLEE

After he confirmed it and Rare denied it, Peter Main – Nintendo of America's high-up 'suit' who has a habit of letting slip secrets – once again confirmed that *Killer Instinct 3* 'would eventually happen'. In a move sure to please Rare, Mainy didn't specify *when* the long-awaited threequel would appear, but told a gaggle of US journalists it was definitely on Rare's 'to do' checklist. Could it be Rare's fifth game next year?

POKÉFILM!

After rising up the game charts like a multi-coloured, monster-filled juggernaut, Pokémon's popularity bandwagon has now secured the characters the number one spot at the US box office with Pokémon: The First Movie. The film, the 'mon's first celluloid outing, beat off stiff competition from the likes of super-scary The Sixth Sense and made over $51.3 million in its first five days!

MAZZA MASS!

Super Mario 64 is officially the best-selling N64 game since the machine's launch, according to figures released this past month in Japan. Worldwide, Ninty's exceptional 3D adventure has sold almost 11 million units. Second place goes to *Mario Kart 64* with an impressive eight million, while the much younger *Zelda 64* chips in with a staggering seven big ones. *GoldenEye* has done six million *solely* outside of Japan.

DOLPHIN DEVELOPER CHECKLIST

Here's a list of developers that have confirmed they're either definitely developing or interested in developing for Dolphin. We'll be updating it every month.

NINTENDO
We know Nintendo are working on a *Mario* game, and that a next-gen *Metroid* is also in development. Don't discount the possibility of a new *Zelda*, either.

RARE
Expect a glut of games based around the Disney licence, *Killer Instinct 3*, and a couple of secret surprises.

RETRO STUDIOS
As yet, nothing is known of what the newly-formed Retro Studios are working on, though rumour has it that they're doing an American football game.

FACTOR 5
The talented German folk behind *Rogue Squadron* are still beavering away on a *Turrican* update. Don't discount the possibility of some new *Star Wars* games, either.

CAPCOM
Resident Evil Zero, an all-new, Nintendo-specific prequel to the zombie-tastic series is currently in development.

ACCLAIM
We know *Shadowman 2* is currently in the early stages of development, along with several 'secret' projects. A new *Turok* game would also be a safe bet.



SAFFIRE
Saffire have recently announced that they're working on an as-yet unnamed 'futuristic' first-person shooter.

LEFTFIELD
A variety of American sports sims are planned.

3DO
3DO haven't commented on any specific titles, but they're all set for Dolphin development, possibly with their *Army Men* franchise.

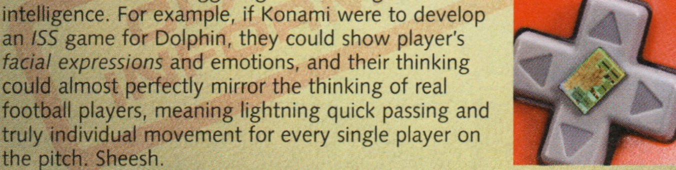
KONAMI
Safe bets are *ISS* and *Castlevania*, and a variety of Game Boy Advance-compatible software.

CODEMASTERS
The people behind *Micro Machines* are planning to bring their music-making package to Dolphin's powerful sound system.

UBI SOFT
Expect full use of the Batman animated series licence, and a Donald Duck game too. Perhaps even *Rayman 3*…

BOSS GAMES
No specifics so far, but *Top Gear Rally* and *World Driver Championship*'s creators would do well to make another top-hole racer.

ROCKSTAR
Now they've got the Austin Powers licence, expect much catchphrase-tastic adventuring.



DOLPHIN SPEAK!

Starting this month, we blow apart that degree-level Dolphin jargon…

No.1: Gecko processor

This is where Dolphin really scores over PlayStation 2. The Gecko processor is the beating heart of the machine, and its genius is that it's made from copper rather than the traditional aluminium, which means it conducts electricity quicker and sends data around the machine that much faster. This is the part of the machine IBM are developing for Nintendo, and the result is a staggering level of in-game intelligence. For example, if Konami were to develop an *ISS* game for Dolphin, they could show player's *facial expressions* and emotions, and their thinking could almost perfectly mirror the thinking of real football players, meaning lightning quick passing and truly individual movement for every single player on the pitch. Sheesh.



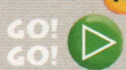
ANT DECKS DEC

Who's been watching ITV of a Saturday morn, then? A fair few of you, we bet, especially as they're currently running through the first series of the Pokémon cartoon. But keep an eye on those ker-razy Geordie twosome, Ant and Dec, after the cartoon, as they recreate their very own Pokémon battles using such characters as Cakeasaur and Sticknacker – they even bring up GB-like stats on-screen! Obviously they know a thing or two about Red and Blue.

EA CONFIRM BOND!

EA have this month *confirmed* that they will be publishing *The World Is Not Enough* for the N64. As **N64** reported last issue, development duties are being handled by Eurocom, the people behind shoot-'em-up *Duke Nukem: Zero Hour* but, up until now, everyone involved has remained schtum. But not any more. EA in America confirmed that it would reach the N64 'some time next year'.

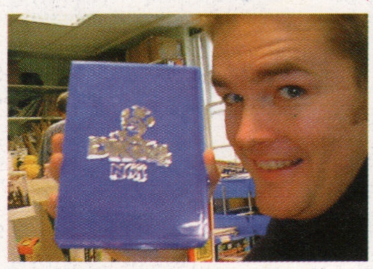
There are more **SHORT CUTS** on page 14



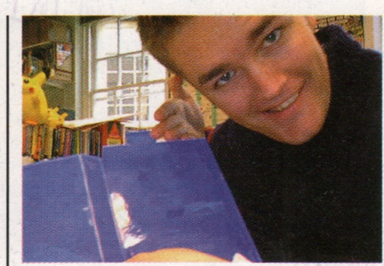
Box Clever!



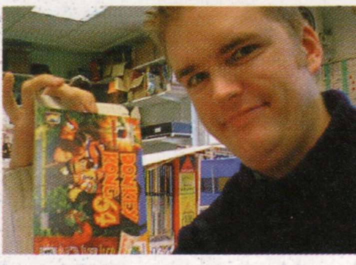
A step-by-step guide to your free DK64 game box...



1 Use the fingers 'n' thumbs you were blessed with to remove your free *DK64* game box – with spangly foil 'retro' design – from your special Yuletide 'banana bag'.



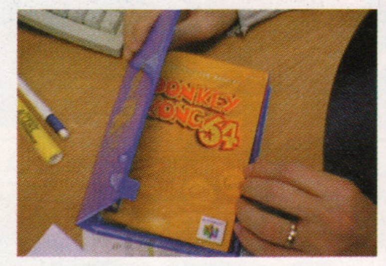
2 Now open up your game box and you'll notice 'slots' for your luscious 'nana cart, expansion pak and, if you so require, controller pak. Remember, take out the manual.



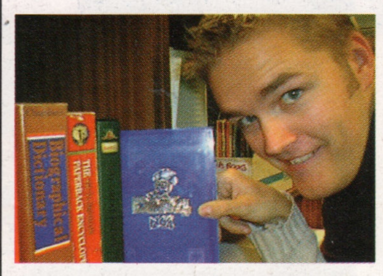
3 Oooookay, chuck away the rubbish boxes that Nintendo games come in, or even better, put a puppy present in it and mail it to THE. You won't be needing this again.



4 Done? Right, here comes the best bit: carefully place your various gaming pieces into the box, placing the expansion pak in the middle with the grills facing up.



5 Take the manual you set aside earlier and lay it over the top of your two paks and banana cart. Once done, push the game box shut and marvel at the logo again.



6 Finally, take your free *DK64* game box and place it somewhere where people can see. Remember, it'll look equally at home amongst books and videos too.

The N64 Magazine Quiz

WIN!! £50!!

Roll on up for fifty quid's worth of questions...

You may well have got a nice pile of cash from Uncle Ern, Auntie Bettie and the rest of the relatives on Christmas day, but a few extra nicker always helps. (Mark had to pay to have his stomach pumped after scoffing too many mince pies.)

And you can win fifty quid, right here, just by answering a few simple questions. Free cash has never been, er, freer. Or easier. Wahey!

1	*Who is the only person in the office who can "pull a face and point the camera in the right direction at the same time"?*
2	*Who shows maximum disrespect for their mother's runabout?*
3	*Where would you find the armadillo?*
4	*Rooftops are favourite sniping points for whom?*
5	*Whose "banana-shaped special" was a hit with the ladies?*
6	*"The Kittster!" Who was shouting this around the streets of Bath?*
7	*On what page will you find Jeffrey Dullard's name?*
8	*Wicka-Wild Wild West. Which game?*
9	*What is the first rule of Skill Club?*
10	*"A true 3D, 360 degree game." But what's the name of it?*

HOW TO ENTER

It's so easy, you'll kick yourself and cry for days. Maybe. Send the form to:

Good Golly Quiz Folly: Jan Hammer's Axel F, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW

Rules

1. Closing date is 31st January
2. Employees of Future Publishing found entering will be subjected to Mark's story about Cheltenham's "Wishing Fish Clock". It's not nice.
3. The winning entry must be well-written.
4. The Editor's decision – apart from the one about "putting your hand up to talk to me" – is final.
5. "I see dead people. All the time."

Last month's winner was:
Chester Thomas, Nottingham

The N64 Quiz *My answers are as follows:*

1. ____________ 6. ____________
2. ____________ 7. ____________
3. ____________ 8. ____________
4. ____________ 9. ____________
5. ____________ 10. ____________

Good, no? Oh, and you'll probably be wanting this too...

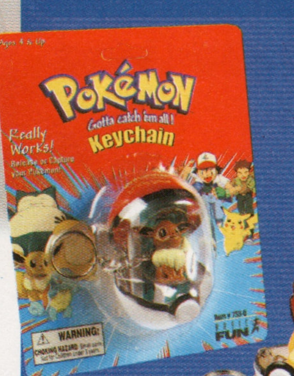
Name ____________ *Address* ____________

____

Postcode ____________ N64/37

NEW GOODS

in association with WICKED WARE Call them on: 01993 844885











POKÉMON KEY CHAIN

Wicked Ware • £7.99 • 01993 844885

In theory, these are a great idea. What you get is one of nine Pokémon (Squirtle, Psyduck, Eevee, Snorlax, Ivysaur, Charmeleon, Blastoise, Pikachu or Poliwhirl) inside your very own Pokéball. At the touch of a button, the Pokéball opens and the Pokémon inside can be extracted to use as a separate keyring. However, the Pokéball is far too big to be used as a keyring – you'd risk serious injury if it was in your pocket when you sat down – and the Pokémon aren't too small either. Which kind of makes this a bit useless, really. A great piece of tat, though.

56%

TALKING PIKACHU

Project K • £19.99 • 0181 508 1328

Now this is tremendous. Although there's a key chain, poor Pika's too big to be used as a keyring, but it matters not. Press the 'record' button on his tummy and you can tape about five seconds worth of speech – then simply press 'play' to hear your words of wisdom. Office favourites include "Just like that", "Hello, Mr Overspong" and "I'll have a P, please Bob". Also momentarily popular was "Alright, sweetheart", played in Andrea's general direction, although that earnt us all several smacks around the head. Nice.

85%

REVERSIBLE POKÉMON

Wicked Ware • £7.99 • 01993 844885

A fine companion piece to the Pokémon beanies currently doing the rounds, these reversible Pokémon are like cuddly transformers. Scrunch the tinkers up, and their innards become a Pokéball, which you can zip up and then throw around the room. Undo the zip, reverse the ball, and hey presto – your Pokémon is back. Fun for about a minute or two, mind, and we had a devil of a time trying to scrunch Poliwag back up (his arms and legs don't want to fit), but still a good example of Pokémon merchandising gone mad.

80%

PIKACHU AIR FRESHENER

Project K • £9.99 • 0181 508 1328

A fine example of how odd Japanese tat can be. A very fat Pikachu sits atop an equally yellow plane; pull the plane apart, insert some of the air-freshening crystals, plug the thing back together, stick it on the air vent in your car, and there you have it. Soon your automobile will be filled with the fresh scent of wild Pokémon (or so we'd imagine). Beats one of those smelly turtle-things any day.

76%

MAD CATZ STEERING WHEEL

Mad Catz • £39.99 • 01992 707400

Ah, steering wheels. They're not the most essential of peripherals, but if you pick a good one, they really do enhance a driving game no end. When previewing *Top Gear Rally 2* this month, we decided we needed a good wheel to test it on. The Mad Catz wheel fitted the bill perfectly. The 'feel' of it is just right; not too loose, not too tight. The pedals are sufficiently workable, despite being made of lightweight plastic, and there's a built in rumble feature, too. A trifle expensive at £40, perhaps, but a class piece of kit all the same.

90%

RAICHU KIT

Project K • £9.99 • 0181 508 1328

A combination of airfix model kit and the evolved version of everyone's favourite Pokémon, but without the need for messy glue which leaves your grubby fingerprints all over the place. However, it's not the easiest thing in the world to put together. Andrea fumbled with it for 20 minutes, then Mark gallantly took over and spent another hour with it before that cute face could smile up at us, complete and perfect. Well, almost perfect, because the ears swing all over the place, and the paintwork is a bit on the shoddy side. But he can fire lightning bolts from his tail, so that's nice.

68%

WIN!

ONE OF 10 MAD CATZ STEERING WHEELS

Yup, it's true. We've got ten Mad Catz steering wheels to give away, and all you have to do to win one is answer this very simple question correctly. Oh, and be one of the first ten correct entries to be picked out of the hat. But other than that, it's plain sailing.

Complete the name of this popular children's show: "Chorlton and the..."

Send your entries to:
Wheelie Good, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW

To reach us no later than 27th January. Hoo-ha!

GO! GO!



DONKEY STRONG

Donkey Kong has been given the all-important thumbs up from the Japanese gaming press with marks in this month's Dengeki – one of the country's leading N64 mags – of 8, 9, 9 and 10 (Japanese mags have four reviewers per game). Slightly less impressive was *Jet Force's* performance – or *Star Twin* as it's called in the Far East – with Rare's stonking shooter only notching up a disappointing 6, 6, 7, 5. Even next year's *Bomberman 2* got more!

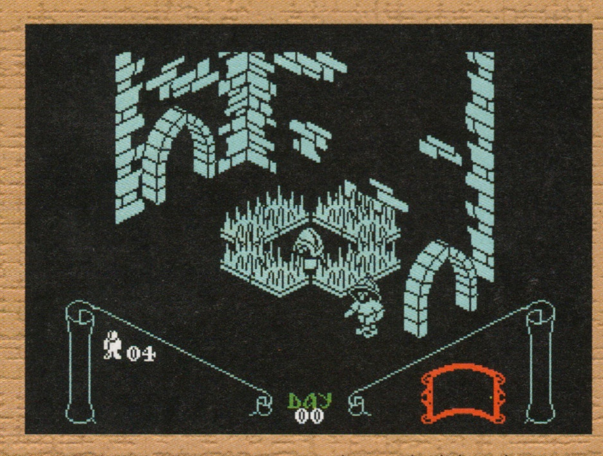
QUAKE SHAKE MAKE

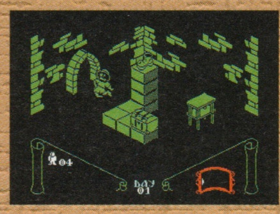
Disaster strikes! Yep, Nintendo found themselves in a bit of an unfortunate predicament this month as their manufacturing plant in Taiwan had to abandon ship for a couple of days after an earthquake tore through the country. The delay in cart production meant Ninty could only make 1.8 million copies of *Pokémon's Gold* and *Silver*, despite having over *three million* pre-orders. The backlog wasn't cleared until a full month later.



RETROWORLD

Gaming greats of yesteryear.

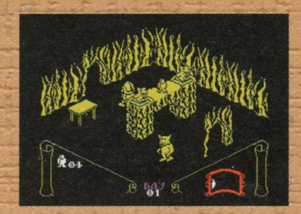




KNIGHT LORE
Spectrum • 1984

In Rare's previous incarnation, before Nintendo had even heard of Europe, they were known as Ultimate, and they were Britain's best Spectrum software house. When their most famous game, *Knight Lore*, hit the shelves nearly 16 years ago, it created almost as big a splash as *GoldenEye* would do later, chiefly because it had the prettiest graphics anyone had ever seen.

In an era when most other games featured stick men jumping around on coloured squares, and 'written entirely in machine code' was a big selling point, *Knight Lore*'s pseudo-3D world, interactive environment and solid cartoon characters offered a glimpse of the future. It was a revelation, and only Ultimate had the talent to replicate it, as they did with the superior *Alien 8*. It took two years before Ocean's *Batman* managed to wrest



the Best Graphics title away from Ashby de la Zouch (Rare's home before Twycross).

Knight Lore was a tricky platform puzzler starring Sabreman, an adventurer with a nice line in pith helmets and a habit of turning into a slightly camp werewolf every evening. The object was to find the cure for Sabesy's affliction before the wind changed and his transformation became permanent. It was great fun (although almost impossible, being from a time when completing even one game in your collection was a major achievement). Wil was one of the tenacious few who saw the final screen.

Amazingly, some of *Knight Lore*'s features still crop up in games today, including the day/night clock, which was appropriated by Miyamoto himself for *Ocarina of Time*, and the hideously cumbersome rotational control system, which found its natural resting place in the *Tomb Raider* series. Rare no longer produce Spectrum games, but you can find Ultimate's ancient *Jet Pac* tucked away inside *Donkey Kong 64*. History repeating, as Shirley Bassey might say.

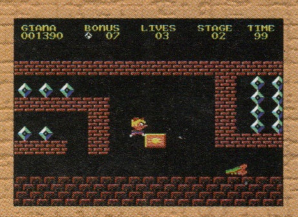
GREAT GIANA SISTERS
Commodore 64 • 1987

Somebody at now-defunct software house Rainbow Arts must have been having a bit of a funny turn when they decided to go ahead and release *Great Giana Sisters*. Indeed, whoever thought that they could possibly get away with stealing the world's biggest and most litigious games company's crown jewel must have been truly off his rocker.

Great Giana Sisters is the most blatant *Super Mario Bros* rip-off ever made, and as soon as Nintendo got wind of it they sent round their lawyers to batter the living daylights out of Rainbow Arts' bank account. The game was duly removed from sale, although not before a speculative Amiga conversion had been coded, and it became an instant collector's item. The Amiga version was dead in the water, eventually getting distributed for free by hackers and pirates.



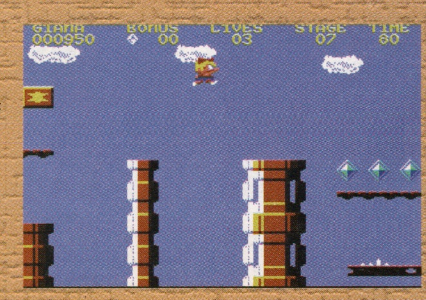
The reason Nintendo got so angry about the whole thing is because it's actually a very good game. Not as good as the real thing, of course, but a reasonably close second. The structure of the levels is copied to perfection, and anyone who can complete *Super Mario Bros* will zip



right through *Giana Sisters* on their first go. The constraints of the one-button joysticks available at the time meant that you had to push up to jump, which wasn't as satisfying as having a separate jump button, and the Commodore 64 couldn't handle all the bouncing blocks and flying coins that the NES was so adept at moving around, but it was the only way that computer owners who couldn't afford a separate console could experience a little bit of second-hand Shigsy magic.

Nowadays folks are stealthier when it comes to stealing from Nintendo on the sly, waiting to see what comes out of Kyoto before shamelessly copying camera systems, throwing their own characters into go-karts, and redesigning their inadequate controllers. Twice. Oh dear.

MARTIN KITTS




GAME BOY
COLOR

COMING SOON

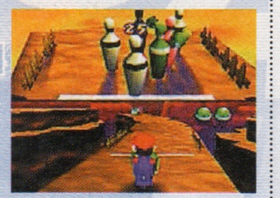
Updating you on the N64 games of the future

QUICK JUMP TO ZELDA GAIDEN p18 CASTLEVANIA p20 TONY HAWK'S SKATEBOARDING p25

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PIC

Q & A

Any worlds you haven't mentioned?
Yep – the spooky ghost world, and the Kalamari Desert-style train track.



Tell me about the mini games!
We've seen one where the characters are racing to climb a pole while avoiding giant leaping fish, another where the gang all soar through rings in 'planes, and a game with three players trying to stay atop a spinning cylinder.

Tell me more!
We're rather fond of the 'grabber' mini game, where you use a crane to scoop coins from a rotating platform. Will that do?

INFO BURST

MARIO PARTY 2	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Jan	April	Dec

ANTICIPATION RATING



Avoid the fish and get to the top. It's the only way to win, you know.

Looks like scissors, paper, stone to us. Great fun.

Some detail from the all-new boards. This one here has a certain farmyard feel to it.



Another blow-up-the-ball-until-it-bursts scenario. Looks like Peach is-a-gonna-win! Bad luck, Wario.



The entrance to one of the new boards, complete with new costumes.

Mario Party 2

The one party in the new Millennium you mustn't miss.

The sequel to the world's best console board game will be out in Japan by the time you read this, which means UK gamers are only a few months away from *Mario Party 2*'s all-new collection of mini games, characters and boards.

These new shots offer a glimpse of an exciting Pirate Land, alongside new Wild West and Outer Space worlds in *MP2*'s collection of game boards. After the original game's slightly disappointing boards, it's heartening to see these new versions presenting plenty more eye candy – see the lovingly-crafted pirate ship docked at port, for example – and hard-to-miss arrows laying out the routes more clearly.

There'll be the usual collection of characters to help and hinder you on your way around each board – we've already seen an angry-looking shark – and, if the brand new selection of 64 mini games is anything like as compulsive as the last lot, we're in for an absolute treat. Prepare your party poppers and tubes of Pringles for April.



South Park Rally

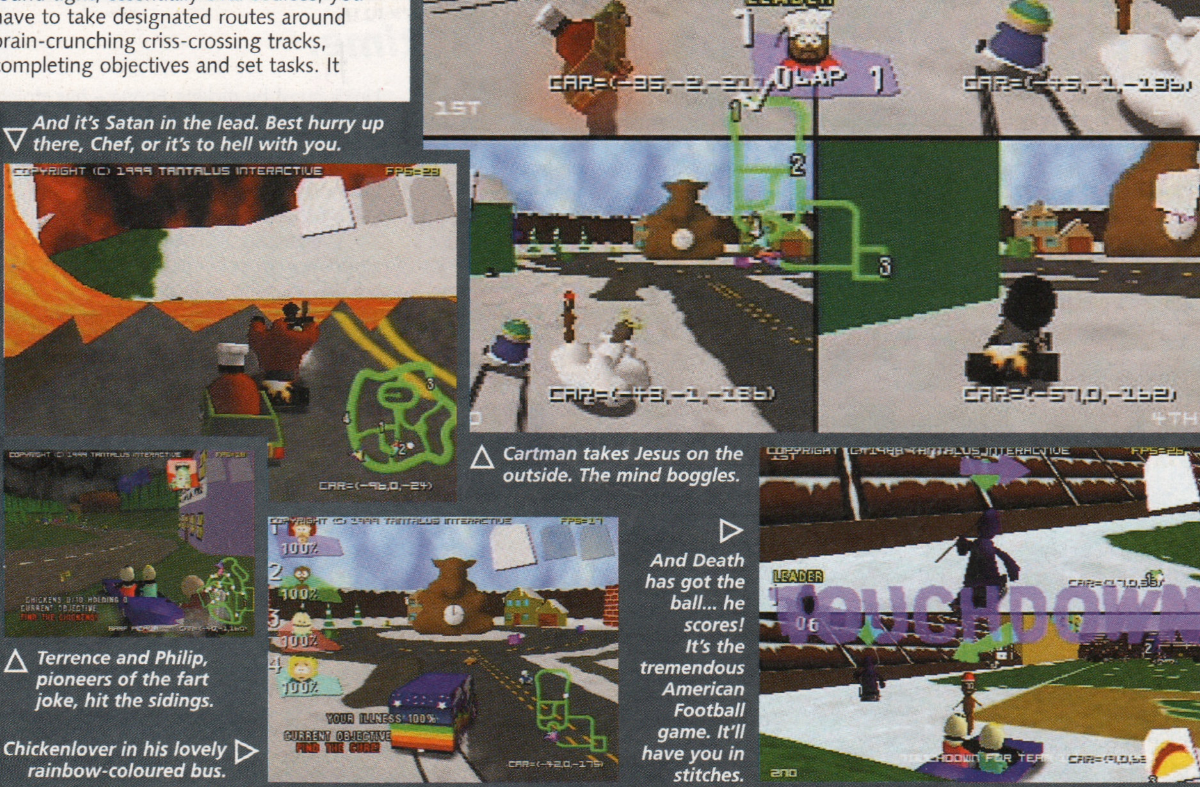
Exclusive shots and info on this top grade racer!

After the traumatically dull *South Park*, a first-person shooter of the whiffiest variety, the world's most foul-mouthed licence is starting to regain some credibility. Last month's fantabulously amusing *Chef's Luv Shack* marked the first in a two-part return to form, and now *South Park Rally* finishes things off nicely with some tremendous racing fun.

Surely the best decision developers Acclaim-Austin have made with their third South Park game is *not* copying the frankly uncopyable *Mario Kart*. Okay, so there's karts – of sorts – and racing, but *Rally* provides a much more intriguing racing formula: instead of having to pelt it round tight, essentially oval courses, you have to take designated routes around brain-crunching criss-crossing tracks, completing objectives and set tasks. It sounds slightly confused and, admittedly, to begin with we were doubtful it would work, but after a couple of hours of play, it becomes a superbly original blast of *DKR*-style adventure racing.

There's a staggering 30 characters to choose from, each one coming with a host of soundbites and in-car actions, while there's an impressive 14 'scenarios' – the objectives and tasks that make the game so different – and seven different courses to play these across. You'll have to complete the different scenarios, though, to get yourself access to the full list of characters.

Okay, so this scenario feature means the game takes a bit of getting used to, but we reckon *South Park Rally*'s going to turn out to be a bit of a winner. Either way, if you want to be certain of finding out, then read next month's sweartastically massive first review…



▽ And it's Satan in the lead. Best hurry up there, Chef, or it's to hell with you.

△ Cartman takes Jesus on the outside. The mind boggles.

△ Terrence and Philip, pioneers of the fart joke, hit the sidings.

Chickenlover in his lovely rainbow-coloured bus. ▷

▷ And Death has got the ball... he scores! It's the tremendous American Football game. It'll have you in stitches.

Q & A

So, explain this scenario feature...
Well, basically objectives are set as you race around the game's tracks. On the Christmas scenario, for example, your objective might be to find and fetch a Chrimbo present, and take it to each of the game's four checkpoints. However, things are made more complicated by the fact that the checkpoints are dotted about randomly – and up to eight CPU characters are also competing for the present as well. Once they touch any part of your vehicle, they've got the present, and it's your job to get it back.

Sounds complicated.
Not really. Not all the objectives are the same as the Christmas present one. Some are simple, such as just passing over the four checkpoints, but most are a bit more unusual.



And there's 30 characters?
Oh, yes. And they're all playable, but not right at the start. There's all the favourites, plus a wealth of others who don't turn up in the TV series too often these days like Death, Marvin and Satan.



INFO BURST

SOUTH PARK RALLY

FROM:	Acclaim
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Jan	Jan	TBA

ANTICIPATION RATING


GO! GO!



Q & A

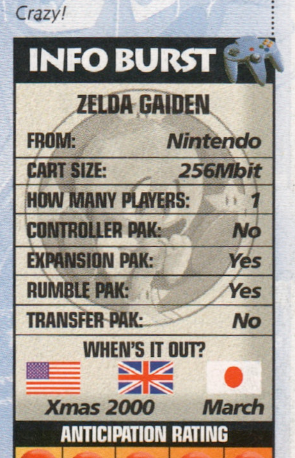
Where does Link get to go?
Worlds include a snow-filled wintry wonderland, a lush forest featuring a gushing waterfall, and the interior of a huge clock tower, complete with working parts, à la Mario 64.

But where's Link's fairy?
Good question. Link doesn't appear to have a fairy anymore.

Eh?
This is set before the events in Ocarina of Time. So, although Navi-like fairies do crop up – such as the twins Bell and Mondo, and an evil version of Navi herself – the young Kokiri doesn't possess one of his own. Link is all on his lonesome this time.

And where is adult Link?
In the future, where he belongs. None of the screenshots so far have featured Link's older alter-ego, which suggests there'll be no time-travelling in Zelda Gaiden. Most of the characters from both time zones of Ocarina of Time will put in an appearance, though.

Any extra characters we should know about?
Keep an eye out for the giant beaver wearing a red-and-white striped life preserver. Crazy!



INFO BURST

ZELDA GAIDEN

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?
Xmas 2000 | March

ANTICIPATION RATING



The Stalkid pinches Epona and rides off into another dimension.

The Mask Man – he's missing some masks, you know. Best find them for him, eh?

The Mask Man sends you on a quest.

That's not Navi, you know. They're two new fairies.

This clock counts the days left until the end of the world. It looks like you're on your first day, here.

Link admires (pretty unlikely) his new Deku Scrub reflection. Yeeuch...

Zelda Gaiden

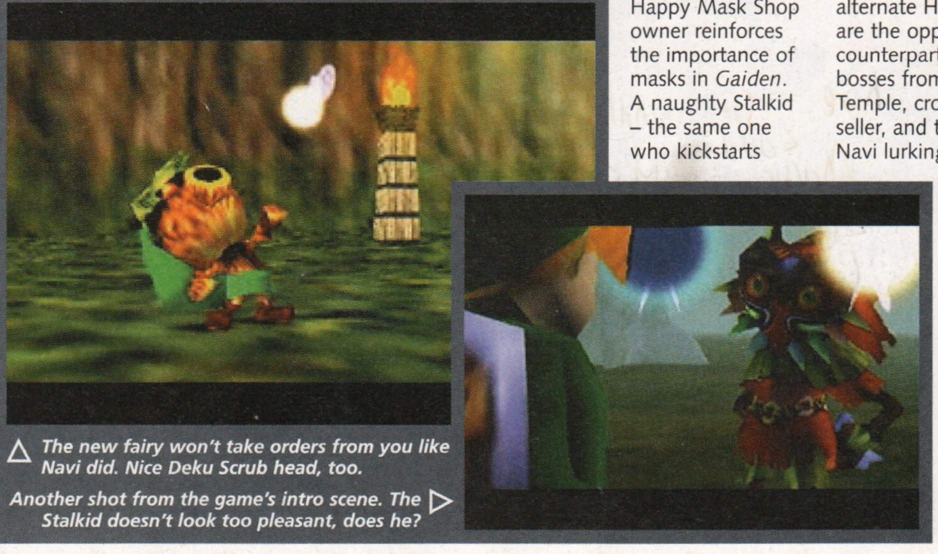
More from Link's adventure against time.

As the follow-up to the unspeakably brilliant *Zelda: Ocarina of Time*, hopes are riding high on *Zelda Gaiden*. These new shots, which we've managed to snatch from Nintendo's vice-like grip, suggest that we're not about to be disappointed.

We already know that Link's main quest is to prevent the moon from smashing into the 'alternate Hyrule' that he's transported to, but the appearance of the original game's Happy Mask Shop owner reinforces the importance of masks in *Gaiden*. A naughty Stalkid – the same one who kickstarts Link's quest by nicking Epona – has stolen all the masks, and it's Link's job to find them. Every mask he tracks down can be worn, giving him new abilities such as Zora's fish bone guitar-playing, or the Deku Scrub's walk-on-water move.

We've also discovered that the alternate Hyrule features characters who are the opposite of their *Ocarina of Time* counterparts. Koume, one of the evil twin bosses from the original game's Spirit Temple, crops up as a nice-as-pie potion seller, and there's also an evil version of Navi lurking somewhere. Keep an eye out, too, for Odolf, a man with an upsettingly large sword and no qualms about using it on poor Link.

Otherwise, expect a repeat of *Ocarina of Time*'s superb mix of puzzling and battling, but with much-improved visuals (thanks to the required expansion pak), more monsters and a whole range of exciting new environments. Another superb Christmas for the N64 – we can hardly wait.



The new fairy won't take orders from you like Navi did. Nice Deku Scrub head, too.

Another shot from the game's intro scene. The Stalkid doesn't look too pleasant, does he?

YOUR PLANET NEEDS YOU!

ARMORINES™

PROJECT S.W.A.R.M.











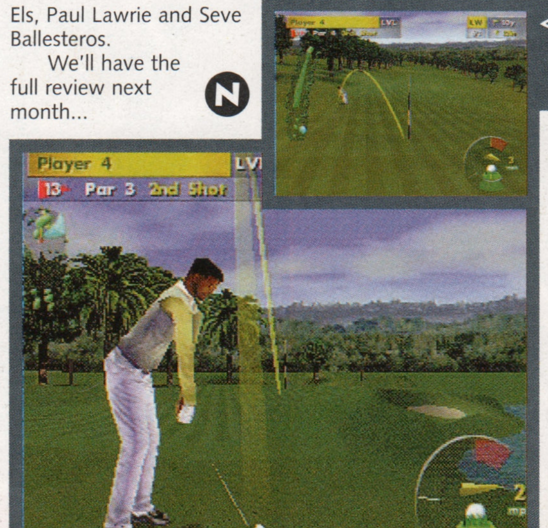
EPGA Golf

No Mario, but top hole golf all the same...

With an ice-cream-smooth engine created for ace PlayStation club-'em-up *Actua Golf*, a full European PGA licence, a whole host of different play modes, and commentary by famed BBC twosome Alex Ray and Peter Allis, *EPGA Golf* is looking tastier than Tiger Woods' swing.

After the woefully inadequate Japan-only *St Andrew's*, and the equally duff *Waialae* – a golf game seemingly made with blunt crayons and papier mache – *EPGA* won't exactly find itself coming up against much stiff competition (at least until EA's, erm, 'futuristic' golf licence, *Cyber Tiger*, arrives), but this hasn't meant a lazy development: the team behind the game, Gremlin's Sheffield studio, have ensured every whim is catered for, with masses of shots, individual 'specials', four authentic tour courses, and nine big name golfers, including Nick Faldo, Lee Westwood, Sergio Garcia, Jose Maria Olazabal, Ernie Els, Paul Lawrie and Seve Ballesteros.

We'll have the full review next month...



Can EPGA Golf live up to Mario's effort? That's the question we're asking around these parts.

Nice trousers, there. A bit like Tim's Saturday afternoon dancing slacks. (No, they're green – Tim).



INFO BURST

EPGA Golf

FROM:	Infogrames
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Feb	Feb	TBA

ANTICIPATION RATING

Q & A

So, what are the four courses?
Real EPGA courses, Quinto do Lago, Druids Glen, Kungsangen and The K Club. Each is properly mapped and graphically spot-on, with the hardest holes perfectly recreated.

Does the game use a swing meter?
Yep, which means even the most experienced of players are going to make dud shots once in a while. But Mario Golf used a similar system and was still outstanding.



That's because it was 'fun'.
True, but this is a serious golf sim; you're never going to see massive apes twotting balls down the fairway.

Two new characters then, eh?
Yes. We all know about Cornell, the werewolf – and it's still not clear whether he'll actually change into a beast – but Henry is definitely an enigma.



What do you know about him?
Well, he's an armour-plated warrior who has access to a primitive pistol. And it turns out that his mission is time-based. He's at Drac's castle to rescue children, and he's got seven nights to find all of the vampire's victims-to-be.

So you've got to watch your Sun and Moon card usage, then.
Yep. Just like last time.

Castlevania Legacy of Darkness

I used to be a werewolf but I'm okay now-oooooow...

Splendidly, a 90% complete copy of *Castlevania 2* fell into our collective lap this month, causing no end of tea-spillage and much buffing up of bald spots by Jes. And it's looking better than ever.

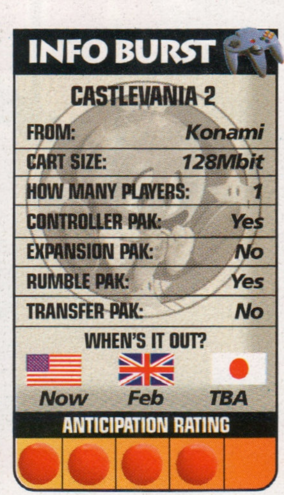
As we reported last month, this sequel incorporates *all* of the first game, but there are two extra characters (Henry and Cornell), and a whole host of new levels, including a spooky mist-swathed ghost ship. The levels from the first game that re-appear, look very different, as *Legacy of Darkness* is set eight years before its predecessor. Think of this as offering you two games in one.

We should – fingers crossed – be getting a finished review copy of the game for next month and we'll bring you all the details then.



Cornell has access to a splendid energy bolt. Handy that.

Henry's quest is totally different – and very hard, too. Which is good.



INFO BURST

CASTLEVANIA 2

FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

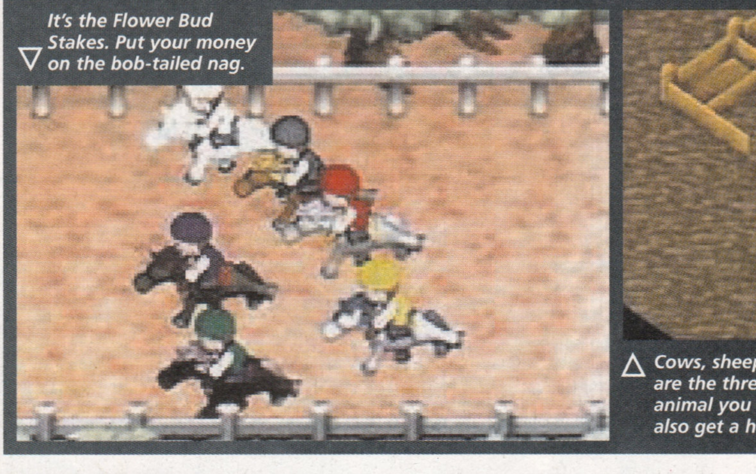
US	UK	Japan
Now	Feb	TBA

ANTICIPATION RATING

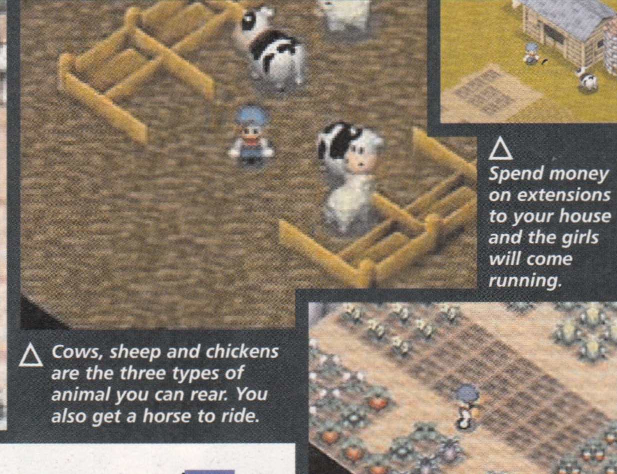


Ready to Rumble!
Be a Superhero! play the on-line game @
www.mysterymengame.com
MYSTERY MEN
PG
Soundtrack Featuring the HIT SINGLE ALL STAR by SMASH MOUTH OUT NOW
Not your Classic Superheroes – They're the other guys.
UNIVERSAL PICTURES AND LAWRENCE GORDON PRESENT A GOLAR/LLOYD LEVIN/DARK HORSE PRODUCTION "MYSTERY MEN"
HANK AZARIA • CLAIRE FORLLANI • JANEANE GAROFALO • EDDIE IZZARD • GREG KINNEAR • WILLIAM H. MACY
KEL MITCHELL • LENA OLIN • PAUL REUBENS • GEOFFREY RUSH • BEN STILLER • WES STUDI • TOM WAITS
STEPHEN WARBECK KARYN RACHTMAN MARILYN VANCE STEVEN GILDER CONRAD BUFF A.C.E. KIRK M. PETRUCCELLI STEPHEN H. BURUM A.S.C. ROBERT ENGELMAN
BOB BURDEN NEIL CUTHBERT LAWRENCE GORDON MIKE RICHARDSON LLOYD LEVIN KINKA USHER A UNIVERSAL PICTURE
READ THE DELL BOOK
UNIVERSAL
www.uip.com
AT CINEMAS NATIONWIDE FROM BOXING DAY
CHECK LOCAL PRESS FOR DETAILS





It's the Flower Bud Stakes. Put your money on the bob-tailed nag.



Spend money on extensions to your house and the girls will come running.

Cows, sheep and chickens are the three types of animal you can rear. You also get a horse to ride.

A good variety of seasonal crops brings in the biggest profit at the end of the year.

Harvest Moon 64

Working the land... and marrying into a fortune.

By the time you read this, the English translation of *Harvest Moon* should be complete. Natsume's adorable farming RPG won our hearts back in N64/28, despite being stashed full of Japanese text, so we're positively drooling at the prospect of getting hold of a version we can actually understand.

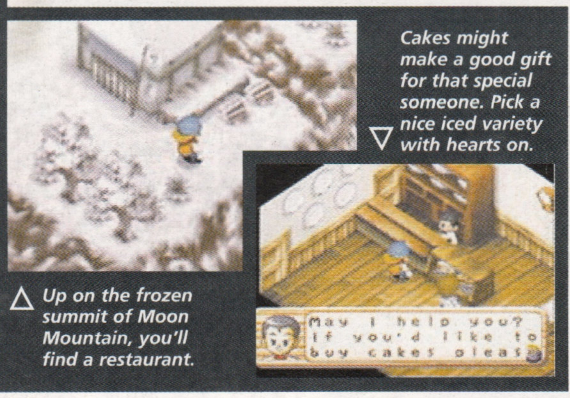
Like the Game Boy version, the object of the game is to build your dilapidated farmstead into a ranch filled with crops and cute livestock, but there's a lot more to do besides that. You have to use your charming personality as a genuine man of the earth to woo one of five eligible young ladies who live in and around Flower Bud Village. Elli, Maria, Popuri, Ann and Karen are each looking for a certain type of husband, so you'll have to figure out what they want before you go a-courting. Speech bubbles punctuated by little red hearts show that you're on the right track.

There are plenty of other things to see if you're not the marrying type. The villagers love to throw festivals, celebrating the planting season, the harvest, the new year and even your own birthday. You'll also get the chance to race horses, go swimming, explore caves, meet sprites and discover loads of hidden extras.

Now here's the bad news. Crave, the game's publishers in the States, are still umming and ahhing about whether to release the game over here. Some nonsense to do with economics. We'll continue to pester them though, and a few letters from concerned readers wouldn't go amiss. With any luck, we'll have a PAL conversion before the summer.



At this festival, somebody has planted a lucky coin in one of the cakes. Finding it is sure to lead to health and good fortune.



Up on the frozen summit of Moon Mountain, you'll find a restaurant.

Cakes might make a good gift for that special someone. Pick a nice iced variety with hearts on.

Q & A

Seriously now. Is it really that good?
Too right! It's absolutely fantastic! If you can't see how a farming RPG could be fun, just nip out and get a copy of the Game Boy version and multiply it by a factor of ten.

So it's big, is it?
Certainly is! There are seven crops to plant (including strawberries, yum!), three types of animal to feed and look after, a horse, an ocarina, vineyards to tend, a secret path to



Moon Mountain to discover, and the chance to 'get hitched' to a very nice manga-style lady. You even get to have a baby, assuming that you've got a big enough house and that you're on speaking terms with the midwife.

Ace! So when can I buy it?
Right now if you have an NTSC machine. If you don't, we'll let you know which converters work with the game next month. And we'll also print a form which you can complete and then send back to us, pleading for a PAL conversion. Oh go on Crave, please!



INFO BURST

HARVEST MOON 64	
FROM:	Crave
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	Now

ANTICIPATION RATING



Q & A

Lots of vehicles?
Yes. There are 17 in all, including a motorbike, a jeep and a sleek limousine. Sadly, the previous game's yellow school bus is locked up in the garage for this sequel.

What happens if I hit water?
Cleverly, your vehicle converts – Transformer-style – into an aquatic craft. You can also switch to 'hover' mode, where you can float a few feet off the ground avoiding obstacles.

And weapons?
Oooh, yes. There are four weapons per vehicle, ranging from mines and rocket launchers, to guns that fire off lethal bolts of lightning. Naturally, the best are hidden in secret areas.

And the multiplayer?
Three different modes – Brawl (straight deathmatch), Team Brawl and Smear (three players vs one unlucky opponent). Not bad at all.

Vigilante 8 Second Offense

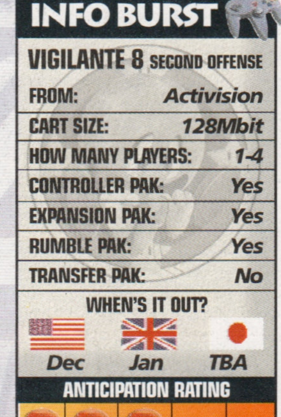
Second time lucky for Activision?

Blowing up cars with guns *should* be fun, but the original *Vigilante 8* (N64/28 74%) was fairly uninspiring. So developers Luxoflux are back with the much-improved *Vigilante 8: Second Offense*.

Much like the first game, *Second Offense* provides a hefty dollop of deliciously wanton destruction. You must motor your way around a series of 12 differently themed arenas (which are far, far prettier than their forebears), lay into your fellow drivers with some horrifyingly destructive weapons, and laugh very loudly at the sheer explosive thrill of it all.

Second Offense promises an interesting vehicle upgrade system. Add-on icons are picked up from the burnt-out shells of rival racers, giving your car (or rubbish truck, or van) a bonus feature. Bigger guns, anti-radar devices and hardened armour are just some of the goodies on offer.

With the addition of a rollicking multiplayer mode, where up to four players can wreak havoc on their opponent's bodywork, *V8: Second Offense* looks set to offer a wealth of car-kicking mayhem. Review next month.

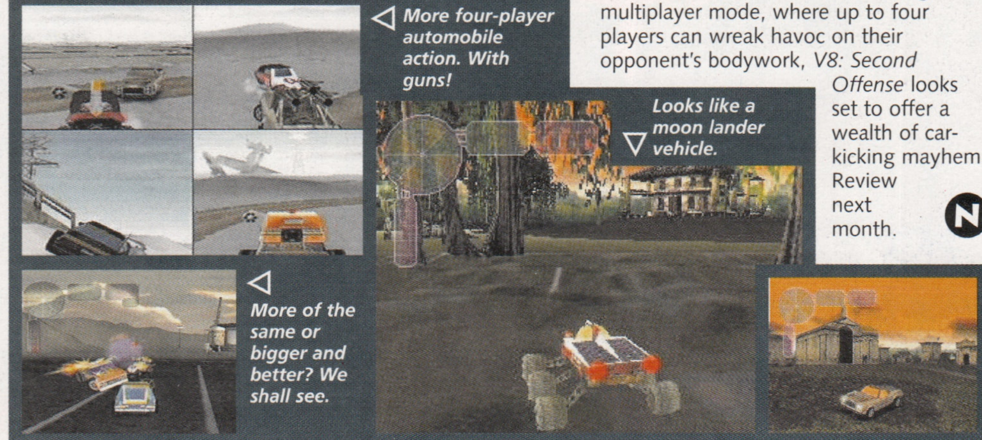


INFO BURST

VIGILANTE 8 SECOND OFFENSE	
FROM:	Activision
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT? Dec (US) · Jan (UK) · TBA (Japan)

ANTICIPATION RATING: 3/5



More four-player automobile action. With guns!

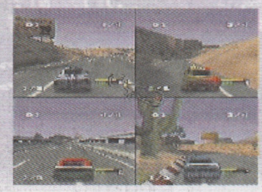
Looks like a moon lander vehicle.

More of the same or bigger and better? We shall see.

How many tracks?
All the tracks from Ridge Racer and Ridge Racer Revolution on the PlayStation, plus three new ones.

That's not *that* many.
Nintendo have also added some extra bits of track to each of the courses. N64 racers can drive through areas that PlayStation owners could glimpse in the distance, but never reach.

How many cars?
Twenty. Four are selectable from the start, the rest you'll have to earn by completing the game's Grand Prix tournaments. All are in the Ridge Racer tradition – sleek, sporty, and very fast – and, of course, the further you get, the faster they get.



Ridge Racer 64

Rip-roaring racing is just around the corner.

More shots of *Ridge Racer 64*, but this interpretation of the hugely popular PlayStation racing series still worries us – mainly thanks to the horribly awry handling.

Namco have borrowed elements from both the original *Ridge Racer*, and its sequel *Ridge Racer Revolution*, for this N64 update. Races on the winding courses – set in industrial and grassland areas – are very much a case of overtaking one car at a time, with bonus vehicles as a reward for victory. Bizarrely, you're able to admire your spoils in an odd 'garage' section of the game.

That handling, though... It's in the traditional *Ridge Racer* style – wrench the stick and use the brake to perform wide powerslides around corners – but it's remarkably touchy, making it almost impossible to steer without bouncing off the sides of the track. Not good.

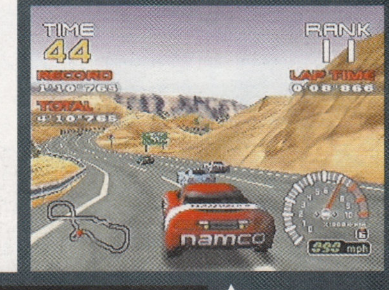
Still, the replay mode is stunning, and the chance to race against three friends isn't to be sniffed at. In a couple of months, we'll find out whether these are enough to placate the decidedly dodgy handling...

INFO BURST

RIDGE RACER 64	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT? Feb (US) · April (UK) · Jan (Japan)

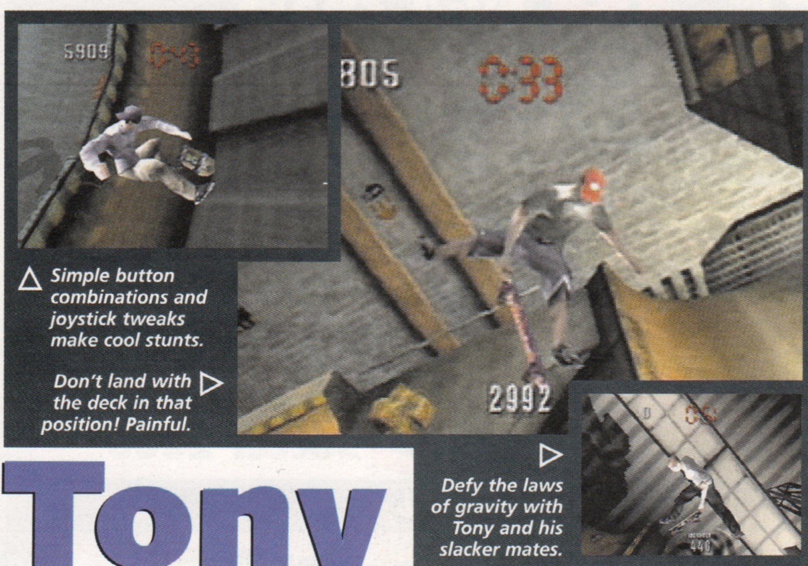
ANTICIPATION RATING: 3/5





It certainly looks the part. No fogging or pop-up. Very impressive indeed...

...but we're still not convinced by the handling. It's just a tiny bit twitchy.



Simple button combinations and joystick tweaks make cool stunts.

Don't land with the deck in that position! Painful.

Defy the laws of gravity with Tony and his slacker mates.

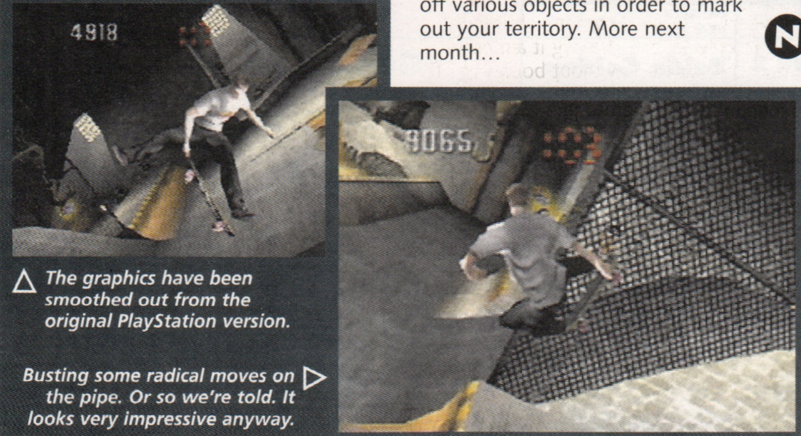
Tony Hawk's Skateboarding

It's plank-spankingly good!

In the real world, the most that the average baggy-troused Joe can do with a skateboard is leap from a tall kerb and lose all sense of balance before running into a slow-moving granny. In the virtual world of fearless Yank skate champ Tony Hawk, anyone can bust some radical moves without having to worry about ending up in plaster.

Tony Hawk's Skateboarding lets you perform some pretty unlikely stunts in a range of realistic environments. You can use absolutely any surface as a makeshift ramp or rail, building totally unique combos by linking different moves. For example, you can jump onto a box, slide along the edge and do a twisting dismount before moving seamlessly into a big spin-and-grab stunt off a nearby wall. It's far easier than *1080° Snowboarding*, and there's less danger of wiping out when you land.

The game encourages exploration, with secret areas and bonuses scattered all over the place. The second level is set around a school campus, and by skating onto the roof of the gym you can crash through the glass skylights and skate around a basketball court, with extra points awarded for leaping through the hoop. There's also a great two-player mode, in which you have to pull stunts off various objects in order to mark out your territory. More next month…



The graphics have been smoothed out from the original PlayStation version.

Busting some radical moves on the pipe. Or so we're told. It looks very impressive anyway.

Q & A

So who is Tony Hawk?
A 30-year-old bloke who earns a living by rolling around the place on a plank



with wheels. The game also features many of his pro skater chums, including Kareem Campbell, Bucky Lasek, Chad Muska, Rune Glifberg and Elissa Steamer. We have no idea who signs their pay cheques. (Jealous? Who, us?)

Do they ever get hurt?
Yes indeed. Whenever you fall off your board, your boarder of choice reacts in a realistic manner, bouncing off walls and squirting a little bit of the old claret on the floor. They always get back up though, so all you really lose is some precious time.

Where did the game come from?
Tony Hawk's Skateboarding is a straight conversion of a very impressive PlayStation title. That version got rave reviews everywhere it was played and was particularly successful on the other side of the pond in the US. We reckon it should appeal to anyone who enjoyed 1080°, even if it isn't quite as difficult.

INFO BURST

TONY HAWK'S SKATEBOARDING	
FROM:	Activision
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Spring	Spring	TBA

ANTICIPATION RATING: 4/5

AN EAR TO THE GROUND

Good news for RPG's. Publishers Atlus – the folks behind the charming ***Snowboard Kids*** and its sequel – will be bringing ***Ogre Battle 64*** to American punters come May 2000. Which means there's a strong chance of a PAL release later in the year. Here's hoping…

Paradigm's ***Harrier 2001*** has been put on 'indefinite hold' which, more often than not, means it's been 'cancelled'. We hope not because the version we saw at May's E3 was very promising indeed: detailed, fast and smooth. More news as we get it…



…And Activision's ***Nightmare Creatures 2*** may well never see the light of day, either. Although it never made it onto PAL, the first game didn't sell very well in the ol' USA, so Activision are currently 'evaluating' whether it's 'economically viable' for them to go ahead with the sequel. Still, the first game was terrible and, as Martin pointed out, "a haze of unplayability clouds the control system like a mound of chuff". Quite.

Developers Sucker Punch, who struck gold with their very first game, the excellent ***Rocket: Robot on Wheels***, have just started development on an unknown 'next generation' game. It'll be based on the physics engine of ***Rocket*** – which was superb – and Sucker Punch are currently trying to woo potential publishers. Expect Ubi Soft to be at the front of the queue.

And finally, try as we might, our spies just couldn't unearth any more information about the new Bond game, ***The World Is Not Enough***. Although the game has been officially announced in America, with Electronic Arts publishing and Brits Eurocom developing, all we were given was a tetchy "no comment" when we spoke to EA and Eurocom ourselves. That's got to be a good sign, we think…



Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart

Pos	Title	Publisher	Released	Movement	N64 review
1	Donkey Kong 64 (NEW!)	Rare/Nintendo	Released: 12/99	New entry	Issue 36 93%
2	WWF Wrestlemania (NEW!)	THQ	Released: 12/99	New entry	Issue 36 90%
3	Jet Force Gemini (NEW!)	Rare	Released: 11/99	New entry	Issue 34 93%
4	Smash Bros (NEW!)	Nintendo/HAL	Released: 12/99	New entry	Issue 36 90%
5	Rayman 2	Ubi Soft	Released: 10/99	Last month's chart position – 2	Issue 35 73%
6	Rugrats Treasure Hunt	THQ	Released: 10/99	Last month's chart position – 3	Issue 33 48%
7	Rainbow Six (NEW!)	Take 2	Released 11/99	New entry	Issue 35 87%
8	World League Soccer 2000	THQ	Released: 9/99	Last month's chart position – 1	Issue 33 84%
9	Star Wars Episode I: Racer	LucasArts/Nintendo	Released 7/99	Last month's chart position – 10	Issue 30 88%
10	Lego Racers (NEW!)	Lego Media	Released 11/99	New entry	Issue 36 70%

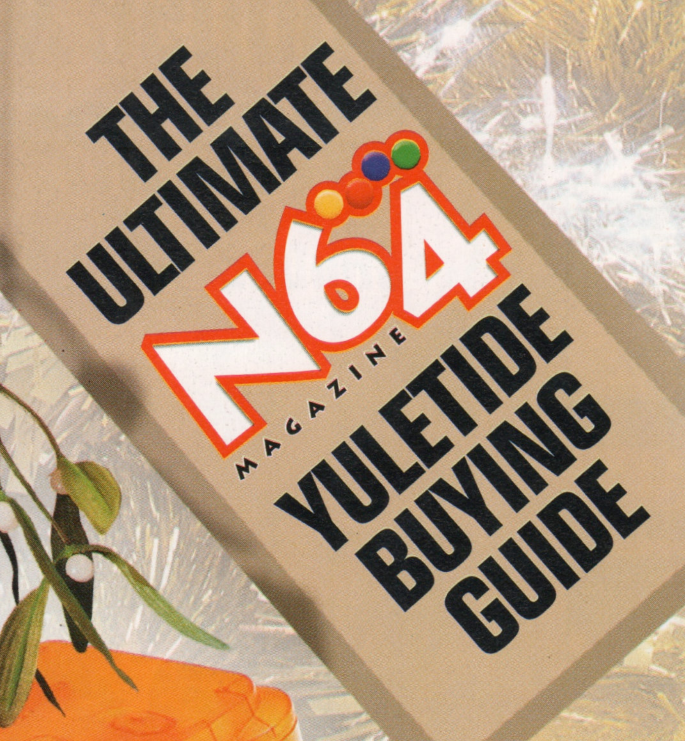
Top 5 Import chart

Source: CA Games (0141 334 3901)

Pos	Title	Publisher • Genre	N64 review
1	WWF 2000	THQ • FGT	Issue 36 – 90%
2	Resident Evil 2	Capcom • ACT	Issue 36 – 90%
3	Donkey Kong 64	Nintendo/Rare • ACT	Issue 36 • 93%
4	Pokémon Snap	Nintendo • ETC	Issue 37 – 80%
5	Ready 2 Rumble Boxing	Midway • FGT	Issue 37 – 81%

N64 5 Most played / 5 Most wanted — Readers 5 Most played / 5 Most wanted

	N64 5 Most played	N64 5 Most wanted	Readers 5 Most played	Readers 5 Most wanted
1	Donkey Kong 64 — Rare, ACT — Issue 36 • 93%	Perfect Dark — Rare/Nintendo, ACT — UK: April, USA: April	Shadowman — Acclaim, ACT — Issue 32, 93%	Perfect Dark — Rare/Nintendo, ACT — UK: April, USA: April
2	Resident Evil 2 — Capcom, SHT — Issue 36 • 90%	Zelda Gaiden — Nintendo, ACT — JPN: December 2000, UK: December 2000	GoldenEye — Rare/Nintendo, ACT — Issue 9, 94%	Mario Party 2 — Nintendo, TAB — UK: May, USA: January
3	Smash Bros — Nintendo, FGT — Issue 36 • 90%	Pokémon Stadium — Nintendo, FGT — UK: September, USA: March 6th	Zelda 64 — Nintendo, ACT — Issue 24, 98%	Zelda Gaiden — Nintendo, ACT — UK: December 2000, USA: December 2000
4	Jet Force Gemini — Rare/Nintendo, ACT — Issue 34 • 93%	ISS Millennium — Konami, SPT — JPN: Now, UK: March	Quake II — Activision, SHT — Issue 32, 90%	Banjo-Tooie — Rare, ACT — UK: TBC, USA: TBC
5	Shadowman — Acclaim, ACT — Issue 32 • 93%	Top Gear Rally 2 — Kemco, RAC — UK: February, USA: Now	Star Wars Episode 1: Racer — Nintendo/LucasArts, RAC — Issue 30, 88%	Mickey's Racing — Rare, RAC — UK: December 2000, USA: December 2000



Got some Christmas cash burning a hole in your pocket? Here's what you should be spending it on...

Christmas is upon us again, and some of you may still be looking for last-minute stocking-fillers, wondering what you can ask the folks to get you for the big day, or pondering what to spend Auntie Edna's gift voucher on. Fret no more, because we've compiled what we consider to be the ultimate Christmas list for your N64 and Game Boy: the minty Ninty's cream of the Chrimbo crop. Enjoy!

GAMES

The lifeblood of the N64. Here are the very best games available to buy this Christmas...

MUST-HAVE!

Donkey Kong 64

Rare/Nintendo, £59.99
If there's one game that you *simply must* get this Christmas, it's *Donkey Kong 64*. In the absence of anything equivalent from Nintendo themselves – such as last year's *Zelda* – Rare's much-anticipated monkey-fest offers a blockbusting adventure of titanic proportions. Five different characters, over 100 moves and special abilities, weapons, musical instruments, mini-games, gorgeously huge levels absolutely *stuffed* with things to do, even several different multiplayer games... *DK64* has it all. Granted, the baffling £60 price is harshly steep, even if the game does come bundled with the expansion pak, which is required to run the game. However, we're sure that just one look at the beautiful coloured lighting and wealth of things to do will persuade you that *Donkey Kong 64* is a real shining gem.
We said: "A game that's often as vast, well-designed and impossible to resist as *Zelda* or *Mario 64*." (N64/36, 93%)



△ *It's everything we wanted, really. God bless Rare.*

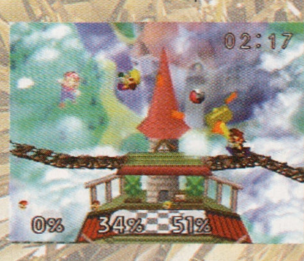
At £60 it's a bit expensive, but you certainly get your money's worth. ▷



BEST BEAT-'EM-UP!

Super Smash Bros

Nintendo, £40
Despite an intolerable *nine month* wait for the PAL release of *Smash Bros* (it came out in Japan back in February), this has been well worth the wait. It's by far the best beat-'em-up on the N64, in fact, it's so revolutionary, and breaks so many rules, that's it's not really a beat-'em-up in the traditional sense at all. Incorporating multi-levelled arenas, impossibly high triple-jumps, power-ups, all sorts of lightning-quick, balletic combat, and a priceless multiplayer mode (four players, too!), your games collection just isn't complete without it.
We said: "As unique and essential an experience as any Mario game." (N64/36, 90%)

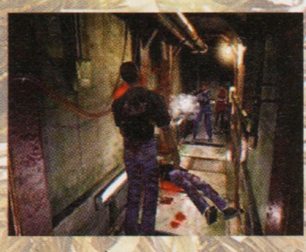


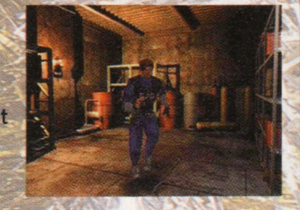


BEST SCAREFEST!

Resident Evil 2

Virgin, £40
At long last, Capcom have come to the N64 and despite *Resident Evil 2* being over two years old, the N64 version of the game is a real treat. Vastly superior to its original PlayStation counterpart, the game features some stunning hi-res visuals and some alarmingly effective surround sound. True, the game keeps the same hideously outdated rotate-and-run controls, and having to press A to climb stairs is simply ridiculous, but you won't find another game so determined in its efforts to shock and scare you. And cartridges can't do FMV, *they* said. Ha!
We said: "If it doesn't have you leaping from your chair in shock at least once, you must be dead." (N64/36, 90%)





BEST MULTIPLAYER!

Turok: Rage Wars

Acclaim, £40
Eschewing the epic single-player quests of *Turok* and its sequel *Turok 2*, *Rage Wars* concentrates on deathmatching. And the result? A damn fine gaming experience. The single-player game – featuring a series of matches against computer-controlled 'bots', and 17 different characters – works well, but it's the multiplayer that's the real meat here. The well-designed arenas, superb, over-the-top weaponry and tight controls mean a multiplayer experience that could almost rival *GoldenEye*'s and *Quake II*'s. Another triumph for Acclaim.
We said: "This bold experiment has yielded superb results. An absolute blast." (N64/35, 87%)







GAMES

BEST BLASTER!

Jet Force Gemini

Rare/Nintendo, £49.99

Rare's first game since 1998's *Banjo-Kazooie* doesn't disappoint. Ostensibly a fast, frantic shoot-'em-up, the game is actually a 3D action-adventure with the emphasis on utter carnage. And we mean carnage: green bug-juice flies left, right and centre, and the 15 ridiculously destructive weapons are a joy to behold. Visually, it's superb, there's no hint of pop-up and it's silky smooth. It's tough, too and although it's been criticised for being simply *too* big, we think that a game that can keep you playing for months is exactly what we want. Brilliant stuff.





We said: "You simply *must* play this." **(N64/34, 93%)**

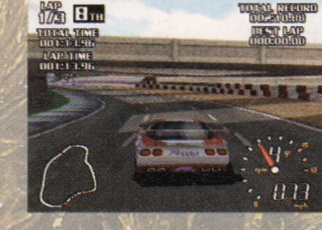
BEST RACER!

World Driver Championship

Midway, £40

Yes, we know that the N64 has been short-changed on the serious driving front, but this superb slice of road-based racing changes all that. Superficially similar to *Gran Turismo*, *World Driver Championship* features ten beautifully-designed courses, over 30 different cars, reams of truly stunning hi-res visuals and some wonderful full-race replay action. The handling may take some getting used to, but once you've got the hang of it, the game shines. In fact, *World Driver Championship* has everything you could want from a truly great racing game. Ace.





We said: "A tyre-squealing, rubber-burning, powersliding thing of wonderment." (N64/32, 91%)

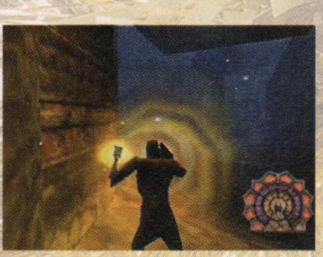
BEST ADVENTURE!

Shadowman

Acclaim, £40

So what do you get when you throw some *Zelda*-style adventuring against a bloody and disturbing story of demons, serial killers and exploding zombies? *Shadowman*, that's what. And it's tremendous. Set in both the real world and Deadside – a hellish afterlife – the game is a huge, 70-hour quest to retrieve 120 Dark Souls. But that's not all – you also have to find three pieces of a sacred dagger, a host of voodoo weapons *and* hunt down five twisted serial killers. One of the best bits of the game sees you tracking Jack the Ripper through a deserted London Underground; as good a recommendation of the game as any, and gruesomely indicative of *Shadowman* as a whole.





We said: "A dark and glittering jewel in the N64's gaudy crown." (N64/32, 93%)

HARDWARE

Not bought an N64 yet? Have a 'decko' at the various deals you can pick up...

Coloured consoles

£74.99

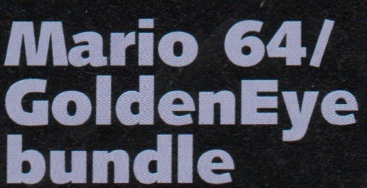
Now these are sweet. A selection of transparent coloured consoles, complete with matching controllers, ready to spice up the discerning N64 fan's gaming set-up. Granted, it's just a cosmetic effect, and we're not sure we'd buy one to replace our trusty grey boxes o' joy, but it's a nice, iMac-style touch all the same. And they're only five pounds more expensive than a Game Boy Color. Kerr-azee!



DK64 Pak

£110

Well, well, well. The *Donkey Kong* bundle – whilst in theory a great idea – isn't actually that much of a bargain. Consisting of a N64, controller, *Donkey Kong 64* and the expansion pak, the bundle costs fifty pounds more than the game itself (which comes with the expansion pak anyway), so you're only saving fifteen quid. It's still a saving, which is always a good thing, but this is really only going to appeal to first-time N64 owners who want Rare's latest blockbuster.



Mario 64/ GoldenEye bundle

£84.99

These two bundles – a copy of the game in question, plus the N64 and a controller – have actually been on sale for quite some time now, but, with THE Games having suddenly seen the light and lowered their hardware prices, they're now equivalently cheaper. And if you're a first-time N64 buyer, you can't really go wrong. After all, *Mario 64* and *GoldenEye* are two of the finest games ever created.

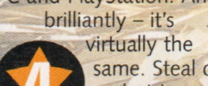
GAME BOY

The best games you can buy for your handheld chum.

Grand Theft Auto

Take 2, £20

Finally – the Game Boy gets a version of the game that caused such a stir on the PC and PlayStation. And – brilliantly – it's virtually the same. Steal cars, run down pedestrians and escape the police. Tremendous.





Mario Golf

Nintendo, £25

The perfect accompaniment to the N64 version, in some ways this is even better than its big brother thanks to the ace RPG mode. The control system, as ever, is spot-on. It may be golf, but it's superb fun.



5



BEST IMPORT!

Ltd. Edition Pokémon Game Boy and Pokémon Yellow

On import www.ebworld.com, $99

Currently, you can only get this in America, but it's great. The yellow and blue Pokémon Game Boy is class and *Pokémon Yellow* – due for release in the UK in June – is a tweaked version of *Pokémon Red* and *Blue*, letting you start with Pikachu and following the plot of the cartoon series more closely. There's also one new Pokémon called Togepi. We recommend you ring an importer for details (try the ever-lovely CA Games on 0141 334 3901) or you can order this straight from www.ebworld.com. The package costs £99, and takes a week or two to arrive.

Stranded Kids

Konami, £25

A first-rate survival RPG which sees you stranded on a desert island. There's a *Zelda*-style day/night feature; you have to catch animals and then eat them; you even have to sleep. And it's got monkeys in it. *Stranded Kids* is absolute class.



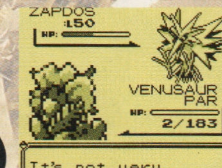


Pokémon Red/Blue

Nintendo, £25

But of course. If you haven't got this already, there's no excuse not to rush straight out and spend some cash. We just can't fully explain the joys to be had in raising your own little Pikachu or Squirtle. A classic.

5



BARGAIN HUNTER

Our intrepid reporter sniffs out the better bargains to be found at the best N64 game-stocking shops. Booyakka! Ahem.

Mr Bickham, on the sniff for some true-blue bargains, spies a minty-fresh copy of Rayman 2.

It's not the biggest stand we've ever seen, but dig deep and you'll find some bargains.



MVC

Ostensibly a music and video store, MVC offers free club membership. Members get money lopped off, well, pretty much everything and as far as games are concerned, this can be between a couple of quid and a fiver. Very nice indeed.



Fancy a brand-new game? MVC sells 'em cheaper than elsewhere. Provided you're a member.

Bargains

- **Rayman 2**
If you're a MVC club member you get almost five quid snipped off the price of *Rayman 2*. Great.
- **Top Gear Overdrive**
Not bad at all. A brand spanking new *Top Gear Overdrive* for £18.99. 'Mint.'
- **F1 WGP**
Video System's top F1 simulator comes in at an eminently affordable £18.99 – a full eleven quid cheaper than the 'Player's Choice' asking price.

Verdict: Although true-blue bargains aren't too numerous, MVC is excellent if you're looking for the latest releases; if you're a member, the discount means you'll probably get them cheaper than anywhere else. *Rayman 2*, which had only been in the shops for a few weeks at the time of writing, was four pounds cheaper in MVC than anywhere else we looked.

Bargain Rating: 3 out of 5

GO! GO!

BARGAIN HUNTER

DIXONS

The electrical goods chain has a wide variety of N64 games, which take up a large amount of wall space. There's also some impressive window displays and loads of Pokémon stuff.



△ Jes hides behind a dirt-cheap version of the evergreen F-Zero X.

▽ £59.99 for an N64! That's cheaper than a Game Boy! Not bad.



Bargains

● **Mystical Ninja starring Goemon**
We found this tremendous RPG adventure for a mere £19.99, with, get this, *another* 25% off! Meaning you can now buy this classic – wait for it – for just £14.99. A bargain in anyone's book.

● **F-Zero X**
A must-have racer that, like *Mystical Ninja*, costs just £19.99 plus a 25% discount. £14.99 again. Aces.

● **Wipeout 64**
A little more expensive this, at £29.99, but there's another 25% discount so Psygnosis' top future racer could still be yours for just £22.49.

Hardware

Dixons slashed the price of a stand-alone N64 from £69.99 to £59.99. Not bad at all. Also, any games you buy at the same time as an N64 come with an extra ten pounds off. Blimey!

Verdict: We weren't expecting a chain store like Dixons to offer much in the way of bargains and while it's true that recent releases, such as *Jet Force* and *Rayman*, are on sale at full whack, older games (as seen above) have been drastically reduced in price. We also found *Top Gear Overdrive* for just £9.99, *WWF Warzone* for £14.99 and *Shadows of the Empire* for £18. A real surprise. Well done, Dixons.

Bargain Rating: 4 out of 5



△ Plenty o' games there. And some cracking bargains to boot – have a look in the January sales.

VIRGIN MEGASTORES

And megastores they are – the games section is pleasingly large (and the staff were very friendly too). Oh, and there are millions of CDs as well – we lost Wil as he marched off to find a rare Todd Rundgren album. (*Todd* who? – Ed)

Bargains

● **Turok 2**
A brand-new, gleaming, shrink-wrapped copy of the game, untouched by human hands, for only £19.99.

● **XG2**
Acclaim's challenger to the *Wipeout* throne is a wallet-friendly £19.99 too.

● **Mortal Kombat 4**
A surprise, this; we haven't seen it in the shops for ages, and here it is, at a very reasonable £24.99.







△ XG2. A good game – this brand-new boxed copy was only £19.99.

◁ A vast number of games, including a good selection of oldies. Nice.



△ Mortal Kombat 4 – an entertaining slice of fisticuff action. And it could be yours for only £25!

Verdict: Virgin get top marks for their large and very prominent N64 display – actually almost twice the size of the Dreamcast stand next to it – but the bargains we found were few and far between. Other cheapo games included: *Glover*, £29.99; *Hexen*, £19.99; *Tetrisphere*, £19.99.

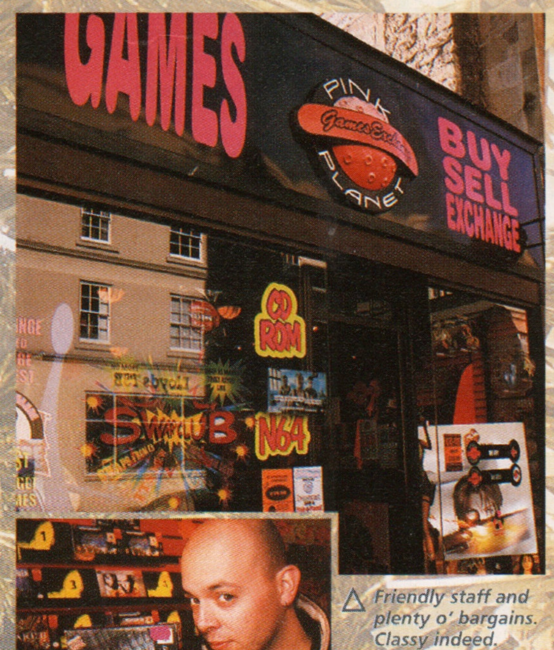
Bargain Rating: 3 out of 5



▷ This Megastore's in Bristol, but there's bound to be one near you.

PINK PLANET GAMES EXCHANGE

An independent chain, the Games Exchange currently have eleven stores throughout the South West, making them Britain's largest independent retailer.



△ *Friendly staff and plenty o' bargains. Classy indeed.*

△ *Turok 2! £13.99! Un-be-frickin'-lievable! You'd be mad not to snap that one up.*

And Pilotwings! Still great after all these years. We love it. ▷

Bargains

● **Turok 2**
A mind-boggling £13.99. *Turok 2 was* second hand, but it was in great condition, and you can't argue with that price.

● **Pilotwings 64**
An even more unbelievable £11.99. £11.99! Second hand again but *Pilotwings* is a brilliant, brilliant game.

● **Super Mario 64**
One of the finest games ever created – and a snip at £16.99. Once again this was second hand, but it was in flawless condition. Beautiful.

Verdict: The Games **Exchange is a real treasure trove; even brand-new games are, on average, a pound or two cheaper than they should be. As well as the host of dirt-cheap second-hand games available – including some real hard-to-find golden oldies – you can also part-exchange old games. We threw in *Rayman 2*, *Castlevania* and *Mission: Impossible*, and got a £48.99 copy of *Jet Force Gemini* for a tenner. Real sweet indeed. Other treats we found were: *GoldenEye*, £20; *Doom 64*, £9.99; *Bio Freaks*, £13.99 and *Zelda*, £23.99.**

Bargain Rating: 5 out of 5



▽ *The real treats are found on the bottom. Loads of great games at stupidly low prices.*



The lovely Vikki managed to stop flogging copies of *Jet Force Gemini* long enough for us to have a quick chat.

N64: So, what's selling well, then?
Vikki: Well, *Jet Force Gemini* is going great guns. In fact, I think it'll be the top N64 seller over Christmas – *Donkey Kong 64* may just be *too* expensive at £60.

N64: Do you think the games are too expensive generally?
Vikki: Definitely. And that's why a lot of the older games are still selling well (motioning to an £11.99 copy of *Pilotwings*). But, I have to say, we've had a lot of interest in the new coloured consoles that are coming out, so hopefully we'll be seeing a great Christmas for the N64.

N64: Smashing. Thank you very much.
Vikki: No problem. Bye!

and elsewhere...

We couldn't take pictures inside these shops but here are some details.

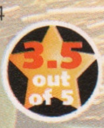
GAME

A great selection of games, with some real gems squirrelled away amongst the newer releases. *Blast Corps*, *Silicon Valley*, *Body Harvest* and *Forsaken* were all £19.99 each, and *World Cup '98* was – get this – just £9.99.

4 out of 5

Electronics Boutique

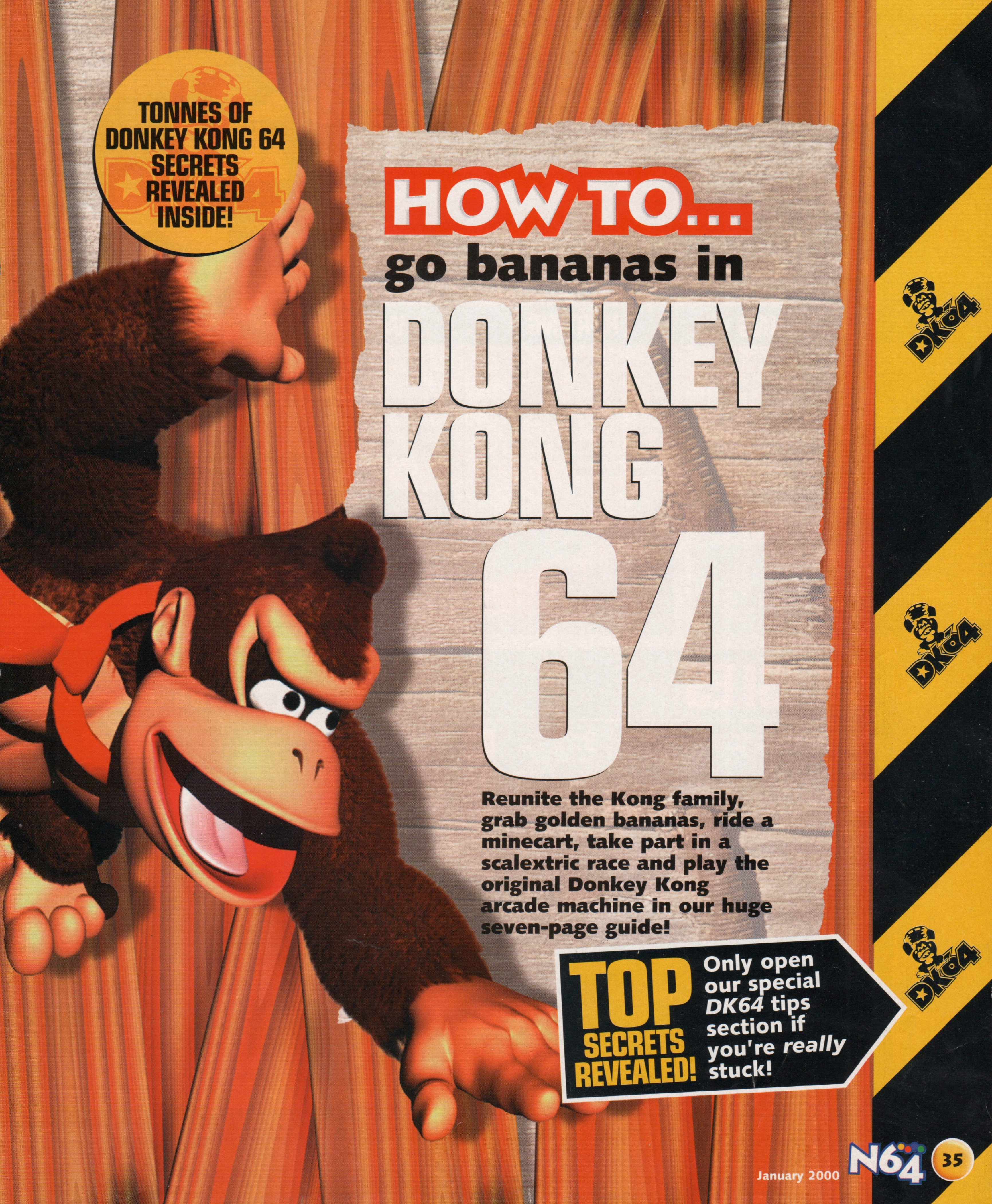
Seemingly allergic to cameras, EB nonetheless have a huge N64 stand, loads of games, and a worthy pre-owned selection, including a second-hand *Banjo* for a mere £20.



HMV

A fairly small N64 stand, although it *was* in a prominent position. Unfortunately, bargains were almost non-existent, aside from a single copy of the excellent *Mischief Makers* for just £29.99.

2 out of 5



HOW TO... go bananas in DONKEY KONG 64

Reunite the Kong family, grab golden bananas, ride a minecart, take part in a scalextric race and play the original Donkey Kong arcade machine in our huge seven-page guide!

TOP SECRETS REVEALED! Only open our special *DK64* tips section if you're *really* stuck!

Monkey Business

Rare restored our faith in platform games with the superb *Donkey Kong 64*, and they also fashioned one of the N64's biggest ever games. There's so much to see and do that your overworked brain will threaten to pack it all in after just the first few minutes play. So, allow us to come to the rescue of your grey matter with this colour-coded guide to the game's first 50 golden bananas. Sweet!

MONKEY TRAINING

A few simian skills you'll need to master...



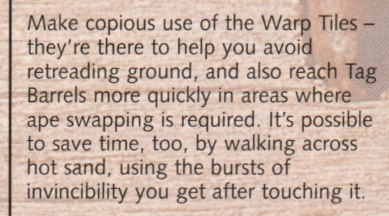
GRABBING

Unlike *Banjo-Kazooie*, objects in *Donkey Kong 64* are in your pockets permanently after you've nabbed them, so there's no reason to save collecting bananas and coins 'for later'. Grab everything you can, and always scan the sky for banana balloons, which are easily missed in the default view.



HURTING

Rare's game has some of platforming's most ruthless bad guys. The run-'n'-roll (forward and B) works on most, but use your orangey grenades on the tougher bad guys, especially the irritating (and fast) snapping crocs. Don't be chicken – most of the meanies can run a whole lot faster than you.



WARPING

Make copious use of the Warp Tiles – they're there to help you avoid retreading ground, and also reach Tag Barrels more quickly in areas where ape swapping is required. It's possible to save time, too, by walking across hot sand, using the bursts of invincibility you get after touching it.



CHEATING

If you're running low on ammo or crystal coconuts, and too lazy to scout around for the appropriate pick-ups, simply save the game and restart the machine. After you've fought your way through the rap and intro screens, you'll be back in the game with a hefty collection of coconuts, ammo and melon pieces.



DK ISLES

Bananas: 6

1 The very first banana isn't too hard to find. It's sitting just prior to the entrance to Jungle Japes. Easy.



2 After you've visited Frantic Factory, use Chunky to move the first giant rock inside the Jungle Japes entrance. The pad underneath is Lanky's – by playing his trombone, he'll nab a banana.



3 Inside the Angry Aztec entrance hall, Diddy can Chimpy Charge the two small gongs and make a barrel appear. Use Tiny to Pony Tail Swirl across to it and win a banana.



4 There's a banana for Donkey in the Frantic Factory entrance. Pull the lever, then hop upstairs and play your bongos to obtain it.

5 Have a look around the back of K. Lumsy's lair – there's a grape switch that Lanky can activate, opening a gate to a banana.



6 Further up the hill past the door to Angry Aztec are two rocks. Use Chunky to move the second, then play the triangle on the pad he uncovers. A banana is yours.

JUNGLE JAPES

Bananas: 8

Just started?

1 First job: get a gun. You should have a pocketful of coins from the level entrance, so climb up the thick vine and shell out at Funky's shop.



2 Swing across the vines that stretch across the lake and leap into the barrel on the other side – the first banana is yours.



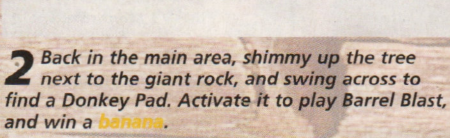


3 Fire away at the three switches to rescue young Diddy: two are on either side of the level and one (which you can aim at from Funky's platform) is above the water door.

Rescued Diddy?

1 Grab the banana that Diddy left behind to open the three doors. The middle one leads to Cranky, who'll reluctantly hand over the Barrel Boost potion (find the necessary moolah behind the coconut switch door).





2 Back in the main area, shimmy up the tree next to the giant rock, and swing across to find a Donkey Pad. Activate it to play Barrel Blast, and win a banana.

3 Switch to Diddy in the Tag Barrel and fetch the Peanut Popguns from Funky (find three shiny coins underwater near the vine). Back in the caves outside the main entrance, two switches lead to a banana.

4 Cranky will pour a Chimpy Charge potion down your gullet in return for three coins, which you should have collected from the caves.



5 The switch in the mountain on the top level makes a new door accessible. Enter, climb the crates, then shoot the switch on the far wall – the new platform will take you to a Slammable switch, creating a banana on the mountain top.

6 Further on, Chimpy Charge the small gate, then headbutt the 'Lo' switch to slow the conveyors. Simian Slam the switch to open the other gate, then climb up for a cheek-rippling minecart ride, and a banana.

7 Back in Cranky's area, the coconut switch opens up an Animal Crate, allowing you to slip into Rambi's leathery skin. Use him to demolish the huts, then trot outside to trample the Rambi door.



Used Rambi?

1 With the huts in Cranky's area in tatters, you'll have uncovered a switch for Kong to slam – do so to reveal a banana near the level entrance.





2 There's also a switch for Diddy in the Cranky area. Slam it to start a race for a banana. Leap onto the Warp 4 tile, swim to the thick vine and climb up to Funky's hut to reach it. Quickly!

BOSS!

Jungle Japes' Armadillo isn't hard to send packing. Run in a wide circle to avoid his rolling, scamper left and right to dodge his firey missiles, then grab the barrel and chuck it at his face as he giggles. Three hits and he's down. Simple.



△ Beware of barrel explosions as you scamper around.

GO! GO! ▷

ANGRY AZTEC

Bananas: 16

Just started?

1 Begin Diddy's guitar-playing career by grabbing five coins from next to the temple and taking them to the lovely Candy.





2 Time to rescue Tiny. Shoot the peanut switch to enter the temple, then slam the switch inside to fashion a new set of platforms. Clamber up, then shoot the switch on the opposite wall and tip-toe across.

3 A Diddy axe solo on the Guitar Pad will open up the pool below. Dive in, swim right at the junction, then Chimpy Charge the switch and headbutt the K-O-N-G switches in order. Tiny's free, and a banana is your reward.

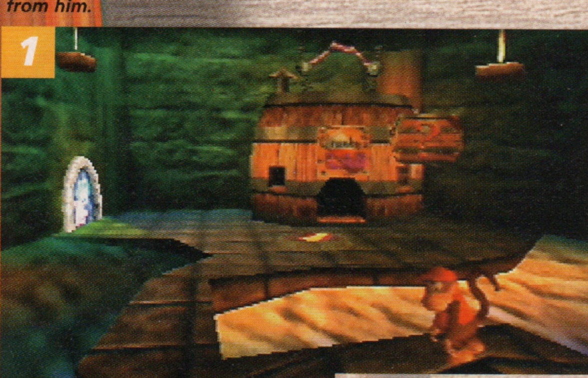


4

4 Back outside, scale the tree on the central island and swing across to the camel's cage. Another pluck on the strings will roll open the giant stone door.

Opened the big stone door?

1 Scamper through and turn right to find Cranky. You should have enough coins by now to grab the Rocketbarrel Boost from him.





4 Change to Donkey (use Warp 3 to reach the Tag Barrel near Cranky), then activate the Donkey Pad outside the temple with the camel's face on. The humped mammal is now free.





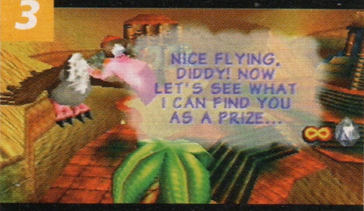
7 While you're here, slam the switch in the room next to the bongo pad. Buy Strong Kong from Cranky, use the Donkey barrel near Funky's shop, then win a banana by wandering into the new tunnel and playing Stealthy Snoop.



2 Further along the corridor is a sprawling new area. Head over to the small building on the left, then Charge the gongs to reveal a new banana. You'll need the jetboosting barrels to reach it.

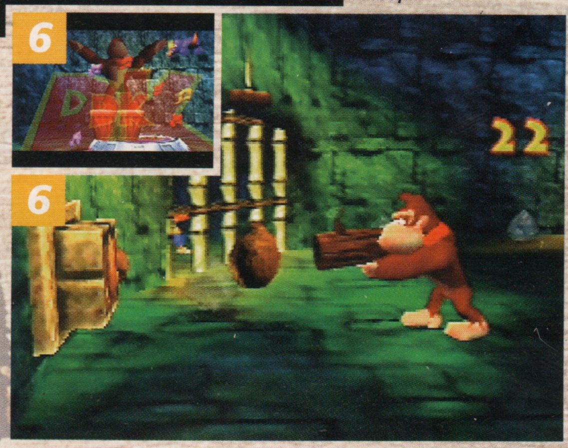
5

5 Collect the banana that the camel left behind, and, while you're in this area, buy the drums from Candy (coins are waiting in the cave near Cranky if you're short on cash).



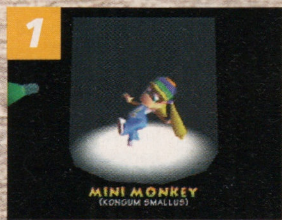
3 More rocketbarrel antics: fly through the gold ring in the centre of the area three times, then follow your new birdy friend for another banana.

6 Lanky, then. As Donkey, shoot the new switch above the camel door and enter. Thump your bongos on the pad in the right corner, then swim into the pool to find Lanky, and a banana.



Rescued Tiny?

1 As Tiny, buy all the requisites from Funky and Candy, and slurp Cranky's Mini Monkey potion. Need coins? See the cave tunnels, opposite Funky's shop, the Warp 5 tile nearby, and the central island at the start.







3 Shoot the feather switch at the back of the camel door temple to enter. The barrel inside allows you into the small tunnel: stamp the switches and leap over the lava to get a banana.

4 Search the walls of the temple near Candy for a feather switch. Jump into the barrel inside the temple, swim into the pool's small hole, then grenade the crocs for a banana.



2 Remember the four gongs that Diddy headbutted? Hop into the barrel nearby to shrink Tiny, then use the music pad to play the Beetle Race. A banana is your reward for victory.

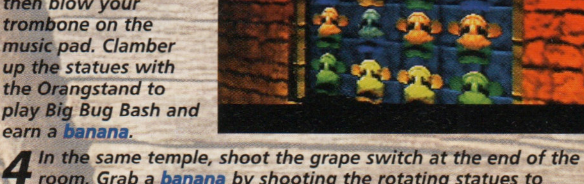
Rescued Lanky?

1 As Lanky, buy the Orangstand from Cranky, Funky's gun and Candy's musical instrument. There's a surplus of coins outside the respective huts.



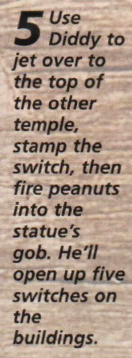
2 Shoot the grape switch on the temple where Tiny was imprisoned, then dive into the pool and swim forward. Slam the switch and a bird will appear – blast him until he drops his banana.





3 Enter the temple where you rescued Lanky (there's a switch on the left), then blow your trombone on the music pad. Clamber up the statues with the Orangstand to play Big Bug Bash and earn a banana.

4 In the same temple, shoot the grape switch at the end of the room. Grab a banana by shooting the rotating statues to match the rude noises.



5 Use Diddy to jet over to the top of the other temple, stamp the switch, then fire peanuts into the statue's gob. He'll open up five switches on the buildings.



BOSS!

She looks frightening, but the giant firefly is a pitifully weak beast. Quickly run left and right to avoid the fireballs, then grab the barrel and chuck it at her belly as she shakes her finger at you. Again, three hits and it's all over.



△ Don't be scared – the fireballs are harmless once they've hit the ground.



◁ Three hits and she's gone for good. At least, until level six...

Fed the statue?

1 As Donkey, shoot the coconut switch on the first floor of the temple and traipse inside. The route to the banana is left, then right.



2 Diddy's switch is on the first floor, too. Inside, find the banana by heading left, then right.

3 Lanky can squash the grape switch on the temple's first floor. Either way will do at the first junction, then it's right for a Big Bug Bash mini game, and a banana.





4 As Tiny, fire a feather at the switch on the temple's second floor. Run either way, then left, to earn a banana.

GO! GO!

FRANTIC FACTORY

Bananas: 20

Just started?

1 You'll be going nowhere fast until you bash the blue switch immediately ahead. It opens up a vertical shaft in the leftmost tunnel.





2 Follow the tunnels until you arrive in a large room with a Toff 'n' Scoff portal. As Lanky, climb up the crates (collecting coins as you go) and buy the Baboon Balloon from Cranky. You'll also earn the Super Simian Slam for your trouble.

3 Now you're free to Orangstand up the pipe in the main room, stamp on the switch and rescue Chunky. Have a banana, too.



4 There's also a banana for Tiny here. Walk through the door next to the Toff 'n' Scoff portal, climb the pole and turn left at the junction. The barrel allows you to climb the crates and enter a small tunnel.

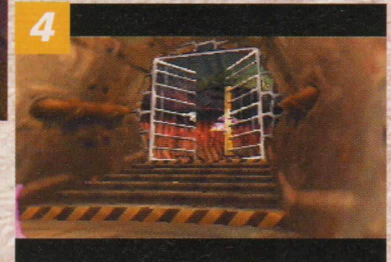
Rescued Chunky?

1 As the big-boned ape, buy the Hunky Chunky move and the Primate Punch move from Cranky. You'll need plenty of coins – search near Warp Pad 1 and the tunnel opening upstairs.



2 Smash open the grating near Chunky's prison with the Primate Punch, Simian Slam the box and the switch, then Punch the wall panel. Leap across the platforms for a banana.

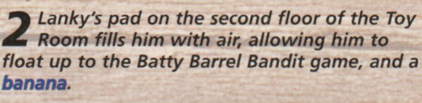




3 A Stash Snatch mini game is awaiting in the corridor near the DK arcade machine. Punch open the grating to play it and win a banana. Grab those three coins, too.

4 That small blue switch near the crates leading to Cranky is just begging to be pressed: do so, and you'll have access to the Toy Room.

Found the Toy Room?



1 Purchase Diddy's Simian Spring from Cranky (find coins near Snide's room at the opposite end of the corridor), then use the pad near the toy bricks to leap to the top for a game of Peril Path Panic. Your prize? A banana.

2 Lanky's pad on the second floor of the Toy Room fills him with air, allowing him to float up to the Batty Barrel Bandit game, and a banana.



3 Use the Tiny barrel nearby to gallop into the mini tunnel opening – earn a banana by winning the Rotating Wheel O' Objects Game at the end.

4 As Donkey, leap onto the rising block on the right of the entrance, then bash the blocks in numerical order to earn a banana.



5 Swap to an ape with at least three coins and buy the ammo belt from Funky (he's through the north-west corridor). Buy Chunky's pineapple gun while you're here, and visit Candy for the hefty monkey's Triangle Attack. Now run through the metallic door in the Toy Room to the R&D area.

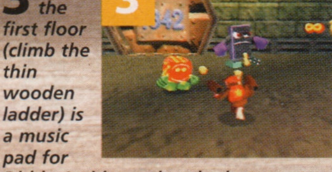


Found the R&D area?

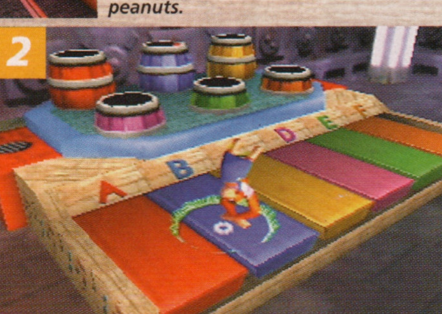
1 There's another Tiny barrel through the ground floor door. Activate it, then scamper through the small Rare door to take part in a hectic Scalextric race, and earn a **banana**.



3 Up on the first floor (climb the thin wooden ladder) is a music pad for Diddy. Inside, nudge the buttons to match the codes on the doors, then grab a **banana** by smacking the toys with your infinite oranges and peanuts.



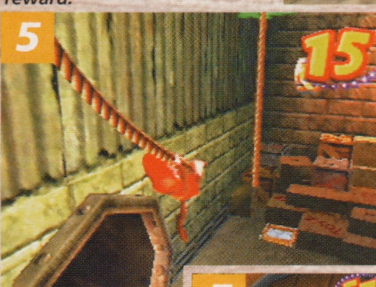
2 Lanky can play his 'hilarious' trombone on the music pad on the ground floor. Wander through and win a **banana** by playing 'Simon Says' with burping Kremlings.



4 Use big ol' Chunky to Primate Punch the door on the second floor. Break the small toys, then jump into the barrel and force your fist into the giant Transformer-like robot. A **banana** is your reward.







5 As Diddy, fall down the hole through the door on the first floor and Simian Slam the switch you find. A vine or two later, it's Beaver Bother time, and another **banana**.



6 Tumble down the same hole as Donkey and shoot the coconut switch. Inside the hut, pulling the lever will secure you a **banana**, and activate the giant machine.

Activated the big machine?

1 The freshly-opened door in the machine leads to a section for Donkey. Leap into the invincibility barrel and run along the conveyor belts toward a **banana**.



2 Slam the Chunky pad on the ground floor, then make your way up the lifts, spinning cylinders and rotating platforms to the **banana** up high. Make sure you tap the time-saving Warp 4 pad along the way.



3 There's a switch for Diddy on the ground floor, too. Slam it to make a **banana** show up on a platform after the spinning cylinders.



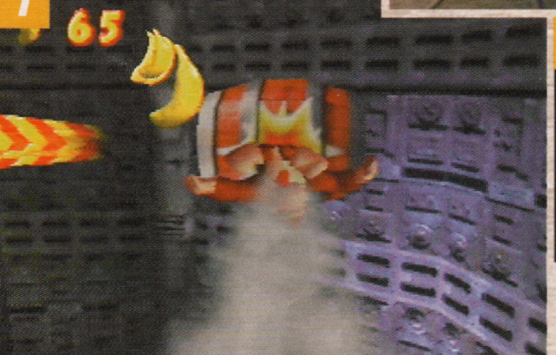
4 Lanky's switch opens a **banana** in a similar place, but he can't climb the conveyors. Use the platforms near the Toff 'n' Scoff portal instead, and employ the Orangstand for the final, steep pipe.



5 Buy the Pony Tail Swirl from Cranky before stamping on Tiny's switch. She needs to use her helicopter hair to float across to the Krazy Kong Klamour mini game, and earn a **banana**.

Want to play DK Arcade?

1 As Donkey Kong, activate the Donkey Pad in the middle of Chunky's prison room and play the Barrel Blast game. A lever will appear next to the DK machine.





2 You should already have enough coins to buy the Gorilla Grab potion from Cranky. Having drunk it, head through the door next to the Toff 'n' Scoff portal and turn left at the junction.



3 A **banana** is your reward for completing DK once, but it's worth paying the parrot to play it again: the Nintendo Coin you earn is vital later on.

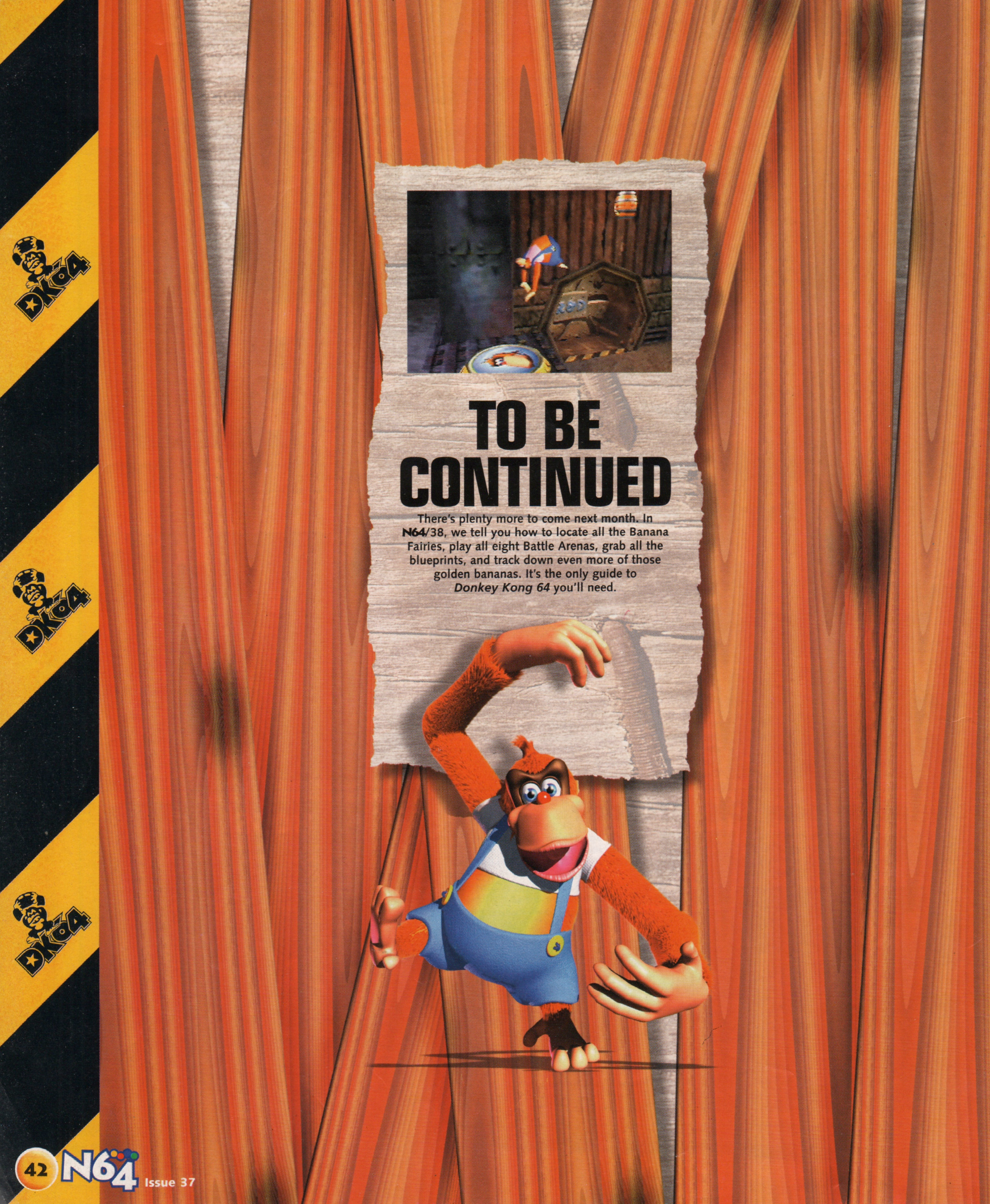
BOSS!

Tiny's boss, a giant frizzy-haired Jack-in-the-Box, ain't easy. Use the Pony Tail Swirl to leap between the platforms as he leaps around. When he stops, two switches will appear: slam the one that's on a platform that matches the colour of Jack's own. He'll turn invisible after a while, but the sparkly trail he leaves is a dead giveaway. Five hits and Jack won't be coming back no more.

◁ Rejected toys ahoy – it's just like The Raggy Dolls. A little bit scarier, perhaps, but still.

You shouldn't need to fiddle with the camera too much – concentrate on not falling down. ▷





TO BE CONTINUED

There's plenty more to come next month. In **N64**/38, we tell you how to locate all the Banana Fairies, play all eight Battle Arenas, grab all the blueprints, and track down even more of those golden bananas. It's the only guide to *Donkey Kong 64* you'll need.

DOWN RIGHT MEAN

Nintendo

START

C

B

A


N64 presents
planet GAME BOY
...S AND TIPS FOR YOUR GAME BOY
...POCKET, CAMERA AND PRINTER
REVIEWED THIS ISSUE!
EVEL KNIEVEL
page 48
Zip yourself into a white jumpsuit and take to the skies!
WORMS
page 49
Portable conversion of the N64's brilliant wriggly war game.
ART CLASS
Tricks and tips for your GB Camera.
WIN!
GB Powerpack & Wallet
with your GB camera pics
GTA
It's crime time in DMA's censor-baiting gangster game!
PLUS! TIPS!
• Klax
• Mario DX
• Asteroids
• Turok 2
ISSUE 12
January 2000

Welcome to Planet Game Boy

Excuse me, mate – I think you're in my space. (Sound of gunfire.) That'll learn ya. (Sound of more gunfire.) Ahh, that's much better. There's nothing like dear old Uncle Glock when it comes to settling parking disputes.

Ahem. Sorry. Blame it on too much *Grand Theft Auto*. After a little bit of play fighting with Nintendo and ELSPA (the people who decide what age rating a game has), Take 2's gangster sim is available right now in a software store near you. Despite the toned down violence, it's basically the same game as the 18-certificate PC and PlayStation original which caused such a fuss when it hit the shelves a couple of years ago. And anyone can buy it, regardless of age, and play it on the same machine that hosts the likes of Pokémon and Mario.

About time too. Pikachu and co have worked wonders for the Game Boy's popularity amongst younger gamers, but titles like *GTA* and the forthcoming *Resident Evil* will introduce the delights of handheld gaming, and the world of Nintendo in general, to an even wider audience. So, parents – check out the ELSPA ratings on the back of the box. And everyone else – try to resist the temptation to show your gran how many pedestrians you can take out in 20 seconds, unless you fancy forfeiting your inheritance. Remember it's only a bit of fun.

Martin Kitts, Editor

planet GAME BOY

Planet Game Boy, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

Issue 12, January 2000

Editor: Martin Kitts

Contributors: Jes Bickham, Wil Overton, Andrea Ball, Justin Webb

MARIO GOLF LINKS UP

Nintendo's unique version of golf is an essential purchase on both N64 and Game Boy, particularly because, as we've mentioned before, you can link the two versions together to swap data. So how is it done? Well you'll need a transfer pak, an adaptor that slots into the bottom of the N64 controller.

With the pak in place, you get a new start-up screen on the N64 version allowing you to take your Game Boy characters into the full 3D game, and an extra option to transmit the experience points you earn back into the handheld version, making your character grow faster. You can also save your N64 stats onto the GB cart, creating a portable score card. It's an excellent feature, and it's included in the PAL edition even though there's no mention of it in the instructions or on the box.

The catch (and it's a biggie) is that the only way to get a transfer pak is by buying a Japanese copy of *Pokémon Stadium*, the game with which it's bundled. It won't appear anywhere else until the US version of *Pokémon Stadium* in March and the UK version of *Perfect Dark* in April. So there's a major part of two great games that hasn't been advertised and won't be accessible (officially) for another few months. Nice work.

But for those of you lucky enough to have already got hold of a transfer pak, we can confirm that it works perfectly with all types of N64. You'll need to have the correct localised version of the GB *Mario Golf* to be able to swap data (UK, US or Jap), otherwise the N64 doesn't recognise the GB cart, but apart from that, there are no compatibility problems. So it's just a matter of sitting tight for a little while until the pak arrives to enhance your golfing experience.

Experience points earned in the N64 version can be used to boost your GB character's stats.

She's already in the N64 cart but you need a transfer pak to unlock her.



Although there are only three save slots on the GB cart, you can load four GB characters. Caters for four-player games, see.

PALMTOP SNES

Senior staff members at Nintendo HQ in Japan have revealed a little more about the capabilities of the Game Boy Advance. It seems that the new 32-bit handheld, still due for release during late 2000, will be able to handle *perfect* conversions of SNES games, which leads us to believe that the console will definitely have six buttons, and *Super Mario Kart DX* (and possibly *Super Mario World*) will be amongst the launch games. The machine will also be able to display 3D polygons, thanks to a Super FX-style graphics accelerator.



Grand Theft Auto

From: Take 2 **Price:** £20 **Save:** On-cart **Link-up:** No **Colour:** Yes **Out:** Now

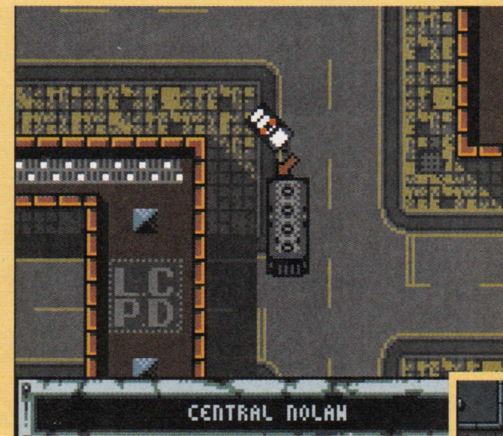
After cleaning up on the PC and PlayStation, and causing a big fuss with censors and parents' associations in the process, DMA's ultra-violent, totally immoral gangster crimefest has arrived on the Game Boy. Surprisingly enough, it's a virtually perfect conversion.

The coding has been handled by GB stalwarts Tarantula, and they've packed three vast cities, plenty of stealable vehicles and loads of innocent pedestrians into the 32Mbit cart. The object of the game is to complete various dodgy missions, from collecting 'packages' to assassinating high-ranking law enforcement officers. You accept missions by answering payphones around the city, and you'll need to hijack a car or two if you want to get from one side of town to the other in less than an hour. The place is absolutely enormous.

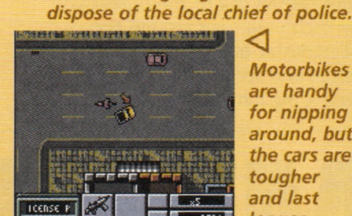
The original game was filled with drug references, which have been mostly removed for the Nintendo version (you never find out what the 'dealers' deal in), but it's still spectacularly violent. When you're driving around in a stolen car with the boot filled with hot property, you're a prime target for the police, and they'll be on your tail if you spend too long out in the open. High speed chases inevitably lead to pedestrian-bumper interfaces, boosting your wanted rating still higher and turning the streets into a slaughterhouse. It's great fun.

The game has a couple of problems that keep it from attaining five-star status. Firstly, there's no in-game map and the package doesn't include the paper maps you get with the other versions, so it can be hard to find your way around. Secondly, you can get trapped inside a car if you get it jammed in a narrow alleyway, forcing you to start again from scratch. But it isn't disastrous. *GTA* on the Game Boy is as enthralling as its bigger cousins. Excellent.

4



△ The grey truck contains a bomb, which we're going to use to dispose of the local chief of police.



◁ Motorbikes are handy for nipping around, but the cars are tougher and last longer.



△ That's what happens to people who try and dodge the fare on our bus. We just roll over them.

▽ Someone's attracted a veritable 'sty' of cops. Better get shooting.





△ If you crash too many times, your vehicle might explode.

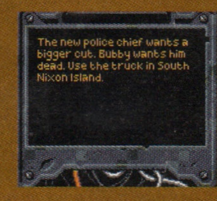


A LIFE OF CRIME

It's a simple game. You steal, you kill, you get shot by the police. On a Nintendo console. Tut tut.

Jobs

The further you get in the game, the more complicated the missions become. The best jobs involve switching vehicles and making multiple phone calls, whereas the earlier ones tend to be simple delivery jobs. The red arrow above your character points you in the direction you should be heading next.



Cars

There's a huge selection of vehicles to hijack and use for your own evil purposes – motorbikes, sports cars, taxis, limos, ambulances, trucks, school buses and more. You can even steal police cars, assuming you've disposed of the previous owner. Bust through those red lights!



Peds

They're just so tempting. The more pedestrians you flatten, the higher your score, but wanton killing will increase the likelihood of getting involved in an unwelcome chase with the cops. You can also punch them and shoot them, if vehicular homicide is a little too impersonal.



Cops

The cops are relentless. You can lose them if you make them get stuck on a building, but they'll soon be back. The best thing to do is slow down, wait for them to get out of their patrol car, then mow them down (or wait for their back-up to come steaming in and squish them for you).



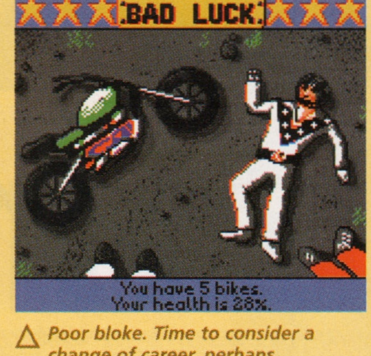
Pay

Your score is added up at the end of the game, along with a lengthy record of achievement showing your criminal activities in full. We're not sure why cold-bloodedly flattening 36 pedestrians doesn't count as murder one, but it's a pretty impressive selection of misdeeds all the same.



Evel Knievel

From: Take 2 **Price:** £20 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now



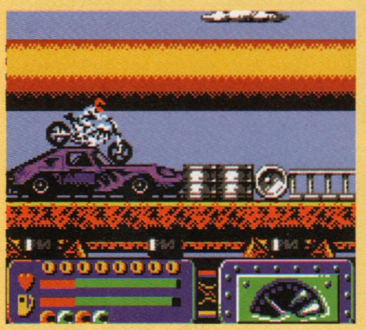
Poor bloke. Time to consider a change of career, perhaps.

Straight out of the 1970s, the Grand Canyon-leaping, spandex-wearing Elvis of daredevil stuntmen makes his GBC debut with an infuriatingly difficult, strangely compulsive biking game.

It's superficially like Konami's *Crazy Bikers*, but *Evel Knievel* has little to do with speed or arcade-style action. The aim of the game is to perform stunts and collect stars from around some bizarre courses. However, just staying on your bike for more than 30 seconds is a major challenge. The realistic handling means that you can't pull out of a spin once you start to overbalance, and even the slightest bump on the road can be enough to flip you over if you run over it without due care and attention. If Evel's unprotected bonce makes contact with anything solid (including the ceiling) you lose a life and get sent back to the start.

But this kind of extreme difficulty level does make the game more rewarding if you're prepared to take the time to get used to its harsh interpretation of the laws of physics. With careful use of the brakes you can inch your way around the rollercoaster tracks, balancing on ledges and speeding up when you need a big jump (after which you usually crash because you can't see what you're going to land on). If you ever owned one of those Evel Knievel jumping bike toys, this game might be worth a go.

3



Evel shows maximum disrespect for his mother's runabout.

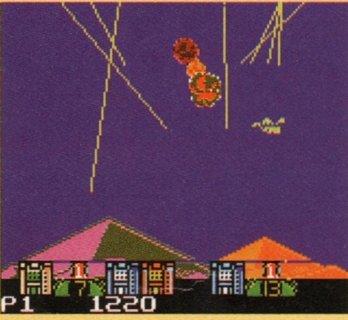


Jumping through the hoops is easy. It's the landing that hurts. You have to get the perfect angle for the impact.

Looks okay for the moment, but if the back wheel clips the ramp, it's bye bye Evel.

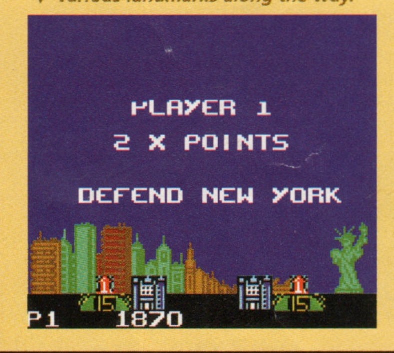
Missile Command

From: Atari **Price:** £20 **Save:** No **Link-up:** No **Colour:** Only **Out:** Now



The futuristic missile bases have been replaced by cartoon houses.

You move from city to city, saving various landmarks along the way.

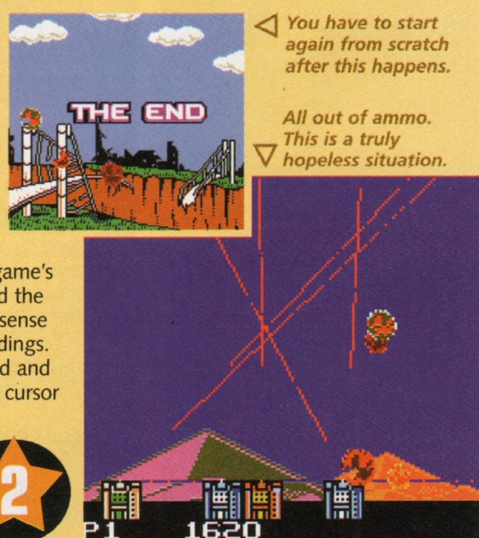


In the arcades, *Missile Command* used a big, heavy trackball which was capable of stripping the skin from the side of your palm if you spun it too vigorously. Without such a torture implement, it's difficult to see how a handheld version could be a gaming success.

In this GBC-only update, the three missile bases of the original have been cut down to two to cater for the Game Boy's two-button controls. The D-pad moves a cursor around to intercept the incoming projectiles, and the buttons launch your response from the nearest base.

Apart from the colourful graphics and a few animations as you travel from city to city, it's the same old game. The best thing about the arcade version, released during a particularly chilly part of the Cold War, was the feeling of tension it instilled as the missiles edged ever closer to your cities and you began running low on ammo. You were always destined to lose. This version just doesn't work. The garishly coloured graphics are completely out of character with the original game's post-apocalyptic setting, and the digital controls remove any sense of urgency from the proceedings. All you do is press the D-pad and click a button. Maybe if the cursor jiggled around a bit, it wouldn't be so dull and clinical. There are many better retro arcade conversions around.

2



You have to start again from scratch after this happens.

All out of ammo. This is a truly hopeless situation.

Worms Armageddon

From: Infogrames **Price:** £25 **Save:** No **Link-up:** No **Colour:** Only **Out:** Now



So how is this isolated worm supposed to kill anything from there?

Time to administer some worm justice, shotgun-style.

The landscapes look alright but there are no explosions.

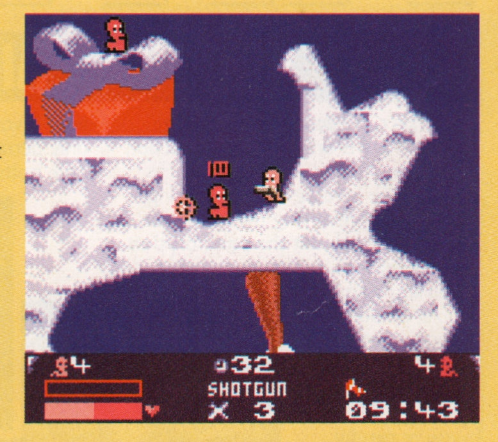
Portable worm-style carnage certainly sounds like good fun. *Worms Armageddon* is brilliant on the N64, and a cut-down version ought to provide hours of devious, violent, tactical battle action. It does, to a certain extent, but it also acts as a painful reminder of the Game Boy's limitations.

For starters, you can only have two teams. That's sort of acceptable when you take into account the reduced size of the levels, but there's no real challenge because the computer worms are incredibly easy to beat.

Artificial intelligence isn't something we'd expect to see on an 8-bit machine, but it should be better than this. Even if a computer worm has a clear shot at you, it's more likely to shoot itself in the foot or blow away one of its own teammates than it is to actually hit you. You rarely need to worry about using any kind of tactics because the computer is too dumb to figure out what's going on.

The graphics aren't hot either. The total lack of explosion effects means that you have to use your imagination to figure out what sent all those worms hurtling through the air (usually a misfire from the computer). It's more reasonable as a two-player game, and it even includes the weapon customisation screen that was missing from the N64 version, but it takes a touch of inspiration to do this kind of thing with any degree of finesse on the Game Boy.





Ronaldo V-Football

From: Infogrames **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Yes **Out:** Now

Despite having long since gone off the boil as a footballer, Ronaldo (of Inter Milan, Brazil, Nike and mysterious World Cup illness fame) is still the most bankable star in the game. This new soccer title from Infogrames has the smiling endorsement of the man himself, as well as a large selection of national teams, club sides, and various competitions to play through.

It's also much better looking than Ubi Soft's *Total Soccer*, which is hardly surprising given the amount of glamour associated with each title (Ronaldo / David O'Leary), but it doesn't have the same kind of depth. It's more of a cartoon football game than an attempt at a realistic simulation – the ball swerves like one of those cheap plastic ones you buy at garages and the players slow to walking pace when in possession, presumably to facilitate easy tackling.

Being reasonably simple to get into and fairly amusing when you learn how to pass rings around the static computer defenders, *V-Football* is the kind of game you'd play for a quick ten-minute relaxation session rather than the hour or two you could spend with *Total Soccer*. Given the choice, we'd stick with O'Leary and leave Ronaldo to recuperate from his excessive commercial activities.

3



The ball seems to have been squished by the sheer power of his right boot.

It's a proper Brazilian team. Ronaldo's the star man, of course.



ART CLASS

Whether you're new to the delights of the Game Boy Camera, or a veteran freakmonger with a long list of Gallery appearances behind you, there's always something new to learn. So if you were wondering just how some of the pictures in Gallery ever came into being, we've compiled a few starter tips for you. Hopefully there's something here that you've yet to try. And if you've got any tricks you'd like to share, then we'll give you the chance to tell the whole world about them.

TEACH US SOMETHING

Have you discovered a way to achieve a really cool special effect? Perhaps you've devised an unusual way to turn your friends into muties. Or maybe you have a couple of useful technical hints and tips. If so, we want to hear about them. Tell us all about it, preferably with some stickers to illustrate the results, and we'll print the best ones here. And send you an **N64** pin badge for your troubles. Nice.

Send your tips to: **Art class, Planet Game Boy, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW**

STAMP & PAINT

Stamps can become a bit boring, since there is only a limited selection of them. You can increase the variety by holding A while placing the stamp, reversing the image, or you can break out the paint brushes. The paint option lets you modify existing stamps pixel by pixel, if you've got the patience, or draw directly onto your photo. As long as you're careful, the results can be startling. Experiment, and don't worry about messing up your favourite pic – the changes are only permanent when you press the save button.



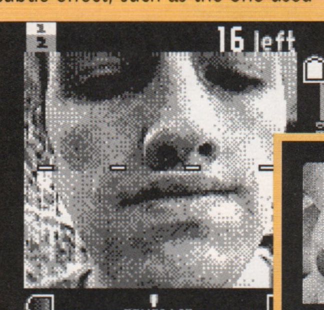


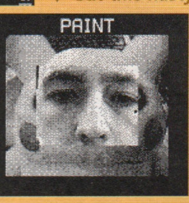


△ *With the medium and fine pen tools, and just a little patience, you can produce some truly freaky pictures.*

MONTAGE

You can go one of two ways with the montage effect. Either create something totally outlandish, which might work as long as the viewer knows what's going on, or go for a subtle effect, such as the one used in this month's top Gallery picture on page 54. The montage effects are a bit limited (there's no circular montage for transposing faces) but the useful paint tool can help if you've got any unsightly sharp edges that need smoothing. Use the finest brush to stipple the edges of any hard lines.







▽ *Ten minutes of doodling smoothed out this nasty Kitts-Pikachu hybrid.*

TRICK LENSES

Some of the most realistic freaks are created with the trick lens option. By mirroring half of the screen and holding the GB Camera at a slight angle, you can create some brilliant muties. Some people are better at it than others, of course – Jes is the only person in the office who can manage to pull a face *and* point the camera in the right direction at the same time. So if your trick pics are always wonky, use another person (or animal) as your subject. It's a lot easier. And don't forget that you can still fiddle with the contrast and brightness in trick lens mode.





STILL LIFE

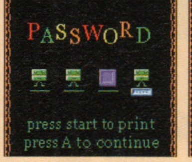
It doesn't have to be faces all the time. You can get some interesting pictures from everyday objects. Pokémon toys are a good starting point as they're fairly recognisable on the finished printout. With creative use of backgrounds (either paint out any unwanted detail or choose a well-defined background image) you can make some great portraits or, if you're more ambitious, a little animation. This one was made with a plastic Pikachu and a *Wave Race* mouse mat.



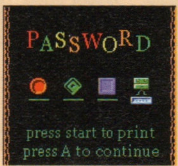
◁ *We've found Surfing Pika! Sadly he was minced by the bike's turbo.*

Klax

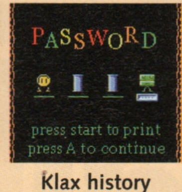
Unlock two mini-games plus a few nice extras with these codes.



Minesweeper



Snake



Klax history



Klax myth



Credits

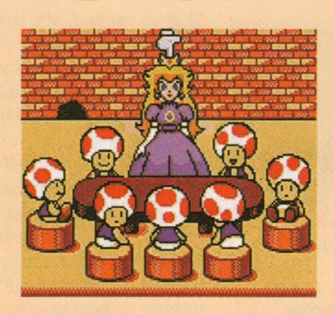


Programmers

Mario Deluxe

COMPOSE MUSIC

Something you might have missed: After completing the game, go to Toad's hole in the Toy Box. Choose the Princess and clear her thank you message. You can now compose your own tunes to be played before the title screen, using the letters A to G, the # sign and the up and down arrows to change octaves. It's just like Link's ocarina. If anyone has a particularly cool tune to share, please send it in. We'd love to hear it.





Asteroids



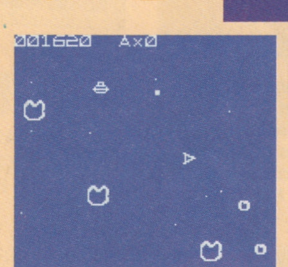
Use these handy passwords to bust the game wide open.

Zone 2: SPACEVAC

Zone 3: STARSBRN

Zone 4: WORMSIGN

Zone 5: INCOMING



Excalibur ship: PROJECTX

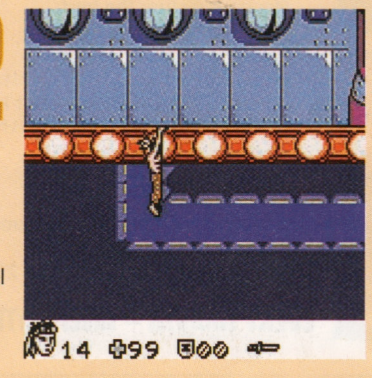
Classic Asteroids: QRTREATR

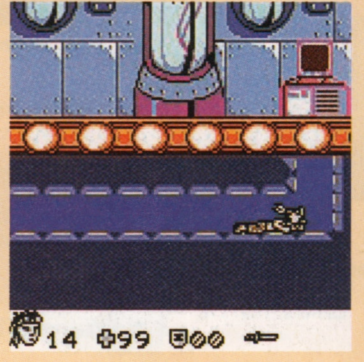
Cheat mode: CHEATONX (Press select during play to activate it. Use the D-pad to select your level and zone, and A for invincibility).

Turok 2

GOOD ENDING

To get the good ending and destroy the secret of the Dinosoids, you must destroy the computer on level 9 before you blow up the incubator. The way to get to the computer is via a secret tunnel hidden a few metres in front of the incubator. Check out the screenshots to see where you should be looking.





HIGH SCORES

It's one of the most popular games with importers and overseas readers so we just had to include it. *Pokémon Pinball* is out here in February, but some people have already been practicing...

POKÉMON PINBALL

Red
297,545,300 David Teixeira, New Zealand
117,100,600 Dover MacLean, San Diego
92,000,500 Jim Wangle, Melbourne

Blue
1,275,170,500 James Faulkner, Dagenham
1,254,200,300 David Teixeira, New Zealand
124,340,400 Tom Watts, Huddersfield

MARIO DELUXE

Challenge
1,264,100 Catherine Wakely, email
1,184,900 Ian Shaw, email
1,181,550 David Teixeira, New Zealand

Super Player
456,150 Phil Wakely, Exeter
321,550 James Holt, Halifax
301,100 Jonathan Francey, Gilford

TETRIS DX

40 Lines (level 0)
1:31 Richard Ford, London
1:32 Nick Bec, Salisbury
1:34 Nick Hiom, Thetford

Ultra (level 0)
21,488 Richard Ford, London
20,392 Nick Hiom, Thetford
20,389 Chris McCabe, Banbridge

Marathon (level 0)
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
1,823,016 Nick Bec, Salisbury

Marathon (level 9)
6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London
2,320,662 Anita Gillberg, Sweden

GAME & WATCH GALLERY

Donkey Kong
9999 Jonathan Denne, Stansted
2626 Ryan Medlock, Cobham
1830 Nayden Koon, New Zealand

Parachute
3138 "Marc", via email
1241 Christopher Smith, Cleveland
1203 Tommi Aarela, Finland

Chef
1803 "Marc", via email
1496 Christopher Smith, Cleveland
1473 Audun Knudsen, Norway

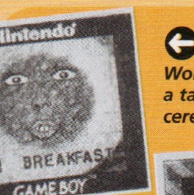
Game Boy Gallery

I wanna freak you up (tick tock, get up, yeah).

WINNER!



The most disturbing pic we've seen in quite a while. It looks almost real, leading us to believe that Ruben Larsen lives rather too close to one of Norway's nuclear power plants.



Richard Horsefield starts his day the Wokingham way, with a tasty dish of mutated cereal. Appetising.



This one arrived anonymously. Thank goodness.





We count three eyes, two heads and one nose. From David Jones.



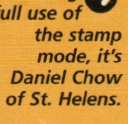
Zaeem Ibrar's creation. Nobody deserves to look like that.

Mew Three! Satoshi Tajiri must be taking notes. Or maybe not. This thing is from Matthew Hart of Holland.





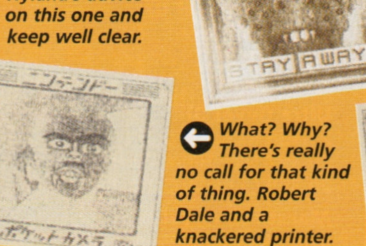
Mildly unsettling stuff from Madeleine Martin of East Kilbride. That's a tiny head.



We'll take Andrew Hyland's advice on this one and keep well clear.



Making full use of the stamp mode, it's Daniel Chow of St. Helens.



What? Why? There's really no call for that kind of thing. Robert Dale and a knackered printer.

This so-called 'artistic' effort was created by Francis Woodcock from Poole. Heh heh.



That baby needs burping. By 'Maste:' Michael Ougham.



A Pokémon battle, captured on film by Ford Cotterill of Longside.

Something weird has happened to Brighton's Jonathan Osis. Something very weird indeed.

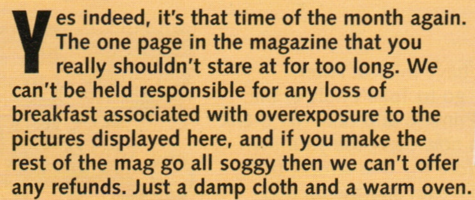
Manky isn't the word for this effort by Ellwyn Male. What on earth happened? Nature can be so cruel.

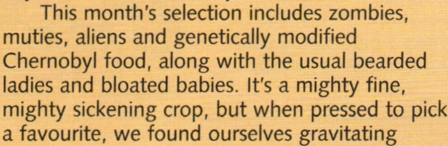


Sent in by 'Big Tea'. We think she's called Kirsty.



Another anonymous effort. It was taken with a Japanese camera. That's it.





Yes indeed, it's that time of the month again. The one page in the magazine that you really shouldn't stare at for too long. We can't be held responsible for any loss of breakfast associated with overexposure to the pictures displayed here, and if you make the rest of the mag go all soggy then we can't offer any refunds. Just a damp cloth and a warm oven.

This month's selection includes zombies, muties, aliens and genetically modified Chernobyl food, along with the usual bearded ladies and bloated babies. It's a mighty fine, mighty sickening crop, but when pressed to pick a favourite, we found ourselves gravitating towards the highly imaginative selection of pics sent in by Game Boy Gallery regular Ruben Larsen. His creations make great use of lighting and reflection effects. Nicely done.





Send us your freaks

In association with



See that freak? That's you, that is. Or at least it could be you, your family, your friends or whatever else you decide to point your trusty Game Boy Camera at. As an added incentive, if we like your picture the best we'll send you a Game Boy Powerpack and Wallet from those friendly peeps at Gamester (01992 503133). Tell us what kind of GB you own so we know what kind of stuff to send you. Send your pictures to:

Game Boy Gallery, Planet Game Boy, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

EVERY MONTH – ONLY WITHIN THE PAGES OF



SALES LINES 0113 234 0444

FAX 0113 234 0770
www.gameplay.com

Mon-Fri 9am-8pm, Saturday 10am - 7pm, Sun 10am-4pm

gameplay.com

A DIVISION OF GAMEPLAY.COM PLC

Ring for your free 68 page catalogue!

LAST ORDER DATES FOR CHRISTMAS

credit card - 20th December, cash/postal orders - 16th December, cheque - 9th December, express cheque - 16th December. Please call for delivery information after these dates as delivery may still be possible for an extra charge.

THE WORLD'S MOST **POWERFUL** CONSOLES AT BRITAIN'S **LOWEST** PRICES!

N64 Console	£59.99
N64 Consoles in iMAC colours	£69.99
N64 Console + Mario 64	£79.99
N64 Console + Zelda 64	£89.99
N64 Console + Turok Rage Wars	£89.99
N64 Console + Jet Force Gemini	£94.99
N64 Console + Goldeneye	£79.99
N64 Console + Donkey Kong 64 & RAM	£101.99
N64 Console + Star Wars: Racer	£94.99

FREE 48 HOUR COURIER DELIVERY
To most areas in the UK, subject to security checks and stock.

OUR SERVICE GUARANTEE
All machines bought from Gameplay are fully guaranteed by Nintendo and we offer full after sales support. Unlike some of our competitors, we only sell official UK consoles backed up by genuine British warranties. If your machine develops a fault within the guarantee period, we are the ONLY mail order company who will **COLLECT IT FROM YOUR DOOR AND REPLACE IT FREE OF CHARGE!!**

SAVE MORE WHEN YOU BUY THE FOLLOWING AT THE SAME TIME AS A NEW N64!

Dust Cover	£3.50
Top Gear/Drive Steering Wheel	£23.99
Official Grey or Coloured Joypad	£16.99
Rumble Pack	£4.99
1 MB Memory Card	£4.50
RGB/S-VHS Scart Cable	£4.99
Logic 3 Carry Case	£14.99

PLUS GET £1.00 OFF EVERY GAME BOUGHT AT THE SAME TIME AS YOUR NEW N64!!

MONEY BACK GUARANTEE!!!

If you are not absolutely delighted with your purchase for any reason you may return it to us and we will gladly exchange it for you or send a refund. Simply ring for an authorisation number and return it to us by recorded delivery. (We will make a small restocking charge of £4 or 10% of the purchase price and we would ask that you return the item in perfect condition.)
*YOUR STATUTORY RIGHTS ARE NOT AFFECTED

- **ORDER WITH CONFIDENCE** from one of the largest games suppliers in the country. Over 320,000 customers so far!
- **1st class delivery free of charge** to UK mainland. We provide the **FASTEST** delivery service around: 1-3 working days max on stock items. Next working day delivery from £4. Orders placed before 3pm are sent the same day (subject to stock).
- **1000'S OF TITLES.** We also stock games and accessories for Sony Playstation & other consoles and PC CD ROM.
- Other companies may take your **MONEY** immediately but with Gameplay you will be safe knowing that **your credit card will not be debited until your order is despatched!**
- Order by credit card, cheque, Postal Orders or cash (please send cash in a registered envelope for your own protection). Sorry, no COD.

NINTENDO64 GAMES

1080° Snowboarding	£24.99
40 Winks	£31.99
Allstar Tennis '99	£18.99
Armorines	£33.99
Banjo-Kazooie	£24.99
Beetle Adventure Racing	£26.99
Blastcorps	£16.99
Body Harvest	£12.99
Bomberman Hero	£27.99
Bust A Move 3	£29.99
Carmageddon	£32.99
Castlevania	£32.99
Command & Conquer	£36.99
Cyber Tiger	£33.99
Diddy Kong Racing	£22.99
Disney's Magical Tetris	£33.99
Donkey Kong & 4MB RAM	£48.99
Doom	£10.99
Duke Nukem Zero Hour	£31.99
Earthworm Jim 3D	£35.99
EPGA Golf	£32.99
Extreme G 2	£33.99
F1 World Grand Prix	£24.99
F1 World Grand Prix 2	£33.99
FIFA '99	£33.99
FIFA Road to World Cup	£27.99
Fighting Force 64	£32.99
Flying Dragon	£34.99
F Zero X	£21.99
Gex 3D: Deep Cover Gecko	£32.99
Gex 64	£11.99
Goldeneye	£24.99
GT Racing 64	£14.99
Hot Wheels Turbo Racing	£32.99
Hybrid Heaven	£35.99
Int'l Superstar Soccer 64	£24.99
Int'l Superstar Soccer 98	£27.99
Jet Force Gemini	£39.99
Knockout Kings 2000	£33.99
Lego Racers	£33.99
Lylat Wars no Jolt Pack	£24.99
Madden NFL '99	£33.99
Mario Golf	£37.99
Mario Kart 64	£23.99
Mario Party	£34.99
Michael Owen's WLS	£35.99
Micro Machines 64	£31.99
Mission Impossible	£29.99
Monaco Grand Prix	£32.99
Monster Truck Madness	£32.99
Mortal Kombat 4	£18.99
Mystical Ninja 2	£39.99
NASCAR Racing '99	£29.99
NBA Jam 2000	£33.99
NBA Live '99	£26.99
NFL Q'back Club 2000	£33.99
New Tetris 64	£33.99
NHL Pro 2000	£39.99
Premier Manager 99	£32.99
Quake	£19.99
Quake 2	£29.99
Rainbow 6	£35.99
Rayman 2	£32.99
Resident Evil 2	£38.99
Re-Volt	£33.99
Roadsters	£30.99
Rocket - Robot on Wheels	£31.99
Rogue Squadron	£36.99
Rugrats Treasure Hunt	£32.99
Shadowman	£41.99
Shadows of the Empire	£34.99
Snowboard Kids	£24.99
South Park	£39.99
South Park Rally	£32.99
Space Station Silicon Valley	£32.99
Star Wars: Pod Racer	£39.99
Supercross 2000	£32.99
Superman	£37.99
Super Mario 64	£24.99
Super Smash Brothers	£39.99
Tetrisphere	£18.99
Tonic Trouble	£32.99
Top Gear Overdrive	£34.99
Top Gear Rally	£34.99
Turok 2	£18.99
Turok: Rage Wars	£33.99
V Rally 99	£15.99
Vigilante 8 2nd Offence	£31.99
Virtual Pool	£34.99
Wave Race 64	£24.99
WCW Mayhem	£33.99
WCW vs NWO: Revenge	£24.99
Wetrix	£19.99
Wipeout 64	£28.99
World Cup '98	£29.99
Worms	£31.99
WWF Attitude	£40.99
WWF Warzone	£24.99
Xena: Warrior Princess	£32.99
Yoshi's Story	£31.99
Zelda 64	£36.99

FREE!! Joypad Extender cable with every order!
Minimum order value £14 to qualify, maximum of 1 free cable per week. Please remember to ASK for your cable if you want one.

TUROK: RAGE WAR RRP £39.99 £33.99

JET FORCE GEMINI RRP £49.99 £39.99

WORMS RRP £39.99 £31.99

THE END OF THE WORM IS NIGH

2nd Games

Gameplay also stock pre-owned games in addition to our new games:
- All games must pass inspection to ensure "nearly-new" quality.
- All 2nd hand games are guaranteed for 3 months.
- Extremely competitive price.

This is how you can sell us a game:
1. Your game must be in nearly new condition. We cannot accept anything with torn or stained manuals or damaged boxes and you must clean the CD before sending it to us. Remember that all games are tested when we receive them. If your game doesn't work, we will not buy it and you will have to pay a £4.00 charge to get it back.
2. You must ring us before sending your game in as prices for 2nd hand games can change quite regularly. You will be given an authorisation number which will be valid for three days.
3. You will receive a credit for the agreed amount which you may use against other games, either new or used.

If you would like to buy a 2nd hand game, simply ring sales for the current price. If your choice is not in stock, you may book a copy and it will be sent as soon as one becomes available. All prices listed here are for new games. Please ring for 2nd hand prices.

BUY 2 2ND HAND GAMES, GET £4 OFF!

CARRY CASES, ETC

LOGIC 3 CARRY CASE
Cushioned interior, partitions and pockets, durable, lightweight & waterproof. £15.99
N64 Cleaning Kit £9.99
Dust Cover £7.99

RUMBLE PACKS

RUMBLE PACK WITH 1MB MEMORY £8.99
256KB MEMORY £7.99
RUMBLE PACK £6.99
RECHARGEABLE RUMBLE PACK £12.99
SHOCKWAVE - UNIQUE SENSOR ADDS RUMBLE TO ALL GAMES £19.99

MEMORY CARDS

MEMORY CARDS ALLOW YOU TO SAVE HIGH SCORES, GAME POSITION, REPLAYS

NINTENDO 256K MEMORY CARD THE ONLY CARD TO WORK WITH TUROK 2 & SOUTH PARK.. £13.99

1MB MEMORY CARD 4 TIMES BIGGER THAN THE 256KB MEMORY CARD. £4.99 OR £4.50 WITH A GAME

8MB MEMORY CARD - 40 TIMES BIGGER THAN THE 256KB MEMORY CARD. £17.99

Joypad extender cable	£3.99
Composite/RGB Scart Cable - Improve picture/sound quality when connected to a scart TV	£5.99
S-VHS Cable - higher quality than composite scart but requires SVHS compatible TV or Video	£8.99
Replacement RF Lead	£11.99
Hi-Fi Audio Lead - Phono lead to connect an N64 to a Hi-Fi	£9.99
Dust Cover	£3.99

NINTENDO64 OFFICIAL CONTROLLERS

COLOURS AVAILABLE
GREY RED GREEN BLUE YELLOW BLACK
£17.99 EACH OR £16.99 EACH WHEN YOU BUY TWO OR MORE

MEMORY EXPANSION

Allows you to play all compatible games (e.g. Turok 2, South Park) in hi-res graphics.
NINTENDO 4MB RAM UPGRADE £23.99
JOYTECH 4MB UPGRADE £16.99

HINT BOOKS

1080° Snowboarding Secrets	£10.99
Banjo-Kazooie Unauth'd Secret	£9.99
Diddy Kong Unauth'd Secrets	£10.99
Gameboy Secrets & Strategies	£10.99
Goldeneye secrets, strats & sols	£10.99
Mario 64 secrets, strats & sols	£10.99
N64 Secrets, strategies & sols	£14.99
South Park Official Guide	£10.99
Turok 2 Unauthorised Guide	£11.99
Vigilante 8 Hint Book	£9.99
WCW v NWO Revenge Guide	£10.99
Zelda Official Guide Book	£11.99

CHEAT CARTRIDGE

DATEL ACTION REPLAY PRO
Contains loads of built-in cheats for all N64 games. You can add more cheats as new games are released or invent your own!
NEW LOWER PRICE! £25.99
FIRE XPLORER CART £23.99

GAMEBOY

GAMEBOY PRINTER £46.99
GAMEBOY CAMERA £28.99
RRP £69.99 Our price £58.99

GAME BOY COLOR

Bust A Move 4	£23.99
Chase HQ	£21.99
Colour Tetris DX	£18.99
Game & Watch Gallery 2	£21.99
Mission Impossible	£17.99
POKEMON Red/Blue each	£21.99
Rugrats	£20.99
South Park	£22.99
Super Mario Bros	£21.99
Top Gear Rally	£24.99
Turok 2	£22.99
V Rally	£21.99
Worms	£17.99
Zelda	£22.99
Gameboy Action Replay	£17.99
Gameboy Rumble Pack	£9.99
Gameboy SmartCom	£19.99

PIKACHU!! £19.99

TOP DRIVE WHEEL

Steering Wheel & foot pedals with working gearstick. Fully programmable with leather steering wheel cover Works on N64, PSX & Saturn. Rumble facility.. RRP £49.99 £24.99
BEST BUY!

COOL FURNITURE

The coolest furniture in the world! Choose from green, orange and blue. Two styles - Game Throne and Tomato chair £14.99 each.
Experience the calming hypnotic effect that volcano lamps bring to your room. Choose from pink, green, orange, purple and blue. £21.99

N64 Cheat Line 09066 098050
100 games & walkthroughs!
Calls cost 60p per minute. Please ask permission before calling!

PlayStation DVD PC CD ROM Dreamcast ALSO AVAILABLE

PLEASE RING TO CONFIRM AVAILABILITY AND PRICES BEFORE ORDERING

Cut out this order form and post to:
GAMEPLAY, ENTERTAINMENT HOUSE, CROSS CHANCELLOR STREET, LEEDS, LS6 2TG

NAME: .... HAVE YOU ORDERED BEFORE? YES / NO
ADDRESS: ....
POSTCODE: .... SIGNATURE: ....
TEL: .... FAX: ....
CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐
CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ SWITCH ONLY

Thank you for your order!

ITEM DESCRIPTION	PRICE
	£
	£
	£
	£
	£
OPTIONAL EXPRESS CHEQUE CLEARANCE. If you are paying by cheque but do not want to wait for it to clear please add £1.00 here for express clearance*	£
Postage is FREE for all games shipped within the U.K. Optional NEXT WORKING DAY DELIVERY available: £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item. P&P	£
TOTAL	£

Cheques payable to 'Gameplay'.
Prices subject to fluctuation. E & OE.

F64(1)

*Please note - express cheque clearance cannot be used for bank drafts or building society cheques.

Sent to press 18/11/99



Goalmouth action with once-mighty Germany and world champions France.

SPECIAL
INVESTIGATION

Exclusive! We test Konami's football RPG masterpiece...

ISS MILL

INFO BURST

ISS MILLENNIUM

FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

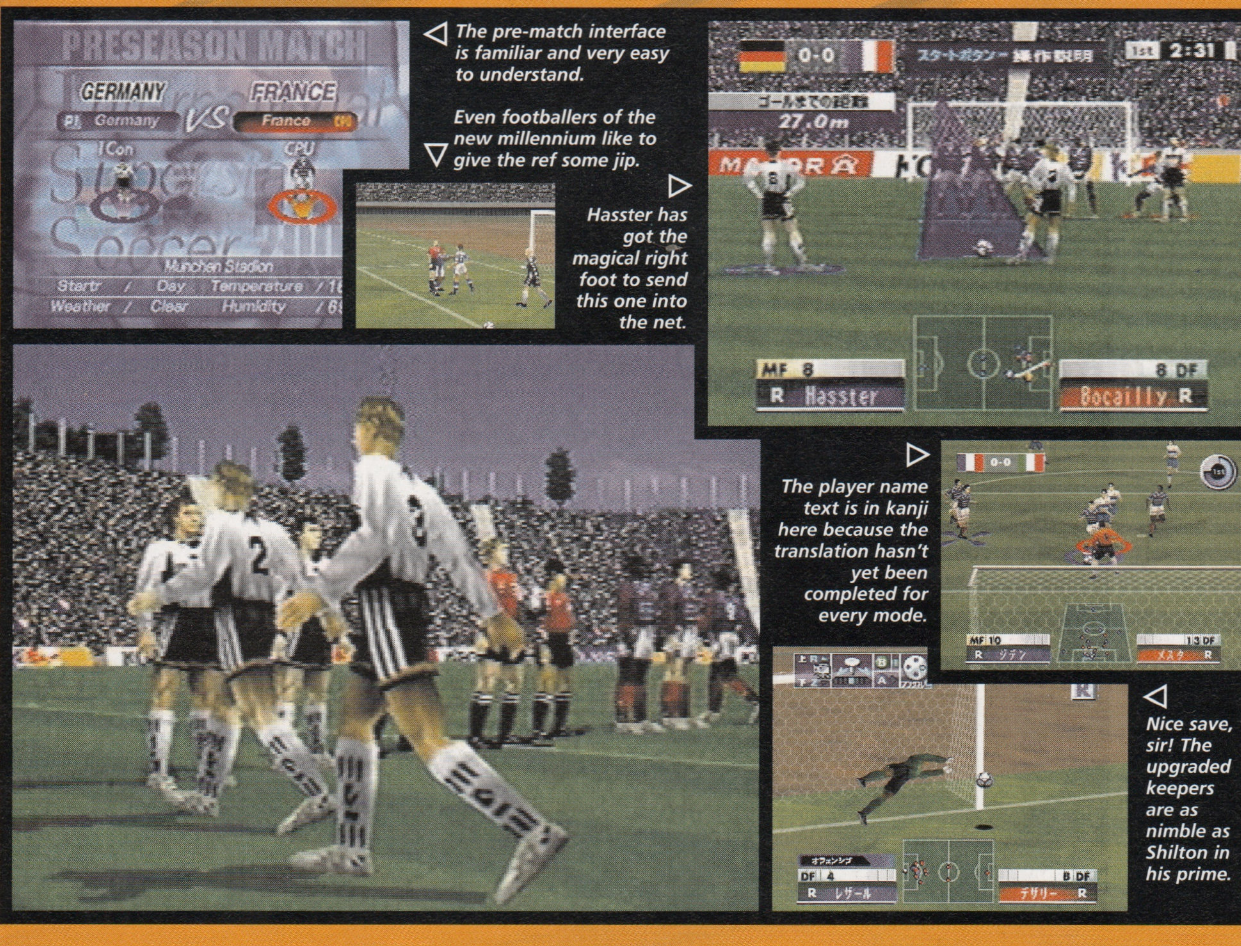
WHEN'S IT OUT?

US	UK	Japan
TBA	Spring	Now

ANTICIPATION RATING

N64's Special Investigations can take us all over the world. This month, it was Major A's swanky offices in Osaka, Japan.





The pre-match interface is familiar and very easy to understand.

Even footballers of the new millennium like to give the ref some jip.

Hasster has got the magical right foot to send this one into the net.

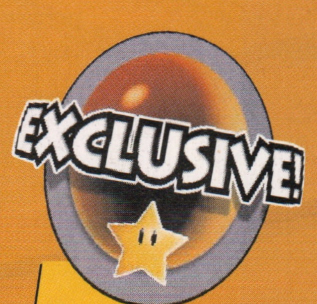
The player name text is in kanji here because the translation hasn't yet been completed for every mode.

Nice save, sir! The upgraded keepers are as nimble as Shilton in his prime.

STADIUMS

There's still no official licence for the *ISS* series (EA has the FIFA deal wrapped up until the end of time) but that hasn't stopped the game's designers from including some familiar football landmarks. Most of the stadiums are based on the real thing, with towering arenas such as St. Denis, the Maracana and the San Siro replacing the rather less impressive J-League grounds.

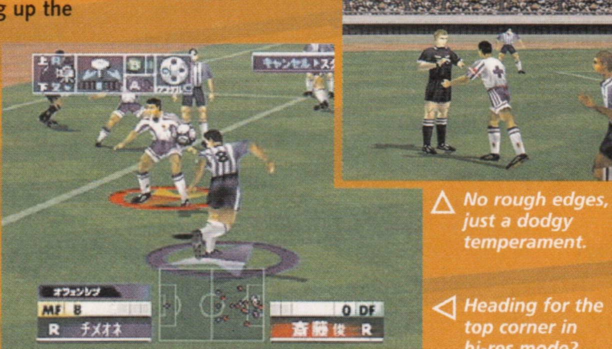




ENNIUM

Hi-res United

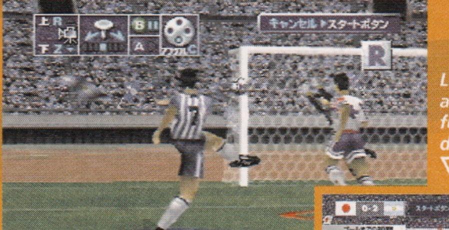
The expansion pak works its usual trick with ***ISS Millennium***, crisping up the graphics by enabling the machine to switch to hi-res mode. It can get quite jerky at times, because the game already demands a lot from the N64's hardware, but the difference is plain to see. It's certainly a more pleasurable playing experience in the normal mode though. See if you can guess which resolution these pics were taken at (it isn't difficult).





No rough edges, just a dodgy temperament.

Heading for the top corner in hi-res mode?





A smooth left-footed action. He's sure to score with that.

Lining one up at a slightly fuzzy distance.



GO! GO!



Career mode

The feature that sets *ISS Millennium* apart from any other football game, including its illustrious prequels, is the career mode. Here's how it works...

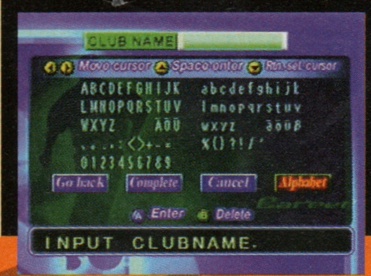
Choose a player

Pick a face from an album of dodgy mugshots. Unlike previous games, they're all real photos instead of cartoons, so make sure you're happy with your appearance. You'll be stuck with that face for a long time.



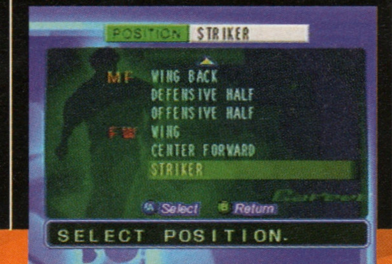
Name your club

To help you settle into your new identity, you can give your player a history. Choose your local non-league side, school team, a club from your favourite Premiership player's past... Anything at all. Great stuff.



Choose a position

Next you need to decide where you'd like to play. The position you pick plays a big part in your future career, although even if you choose to play in goal you can still control all the outfield players in a match.



Make friends

A decent coach, trainer and dietician will help you realise your potential. Surrounding yourself with good people means that your stats will improve and you'll be more likely to get that international call-up.



SPOT THE DIFFERENCE

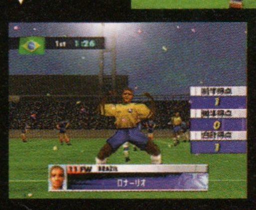
The Japanese version, *J-League Perfect Striker 2*, from which *ISS Millennium* takes much of its inspiration, has a different feel to the career mode – in keeping with the Japanese taste for manga-style characters, everything is drawn by hand in the big eyes, no lips tradition. *ISS Millennium* has been revamped to make the game look a bit more serious and European, with photographs of every location and some dodgy geezers representing the players.





There's a through ball on to the French forward. Fast counter attack ahoy.

It's still miles better than other footie games. You never need buy a FIFA update again.



The Japanese team prepares to get humbled by the Brazilians.

Time for a ludicrously extravagant celebration, we think.

A frosty surface means the yellow ball gets an outing and the players keep falling.

The replay swoosh works much better in the standard resolution mode.





If there was one thing wrong with *ISS '98*, it was the lack of one-player options. There was a league, a cup, a selection of scenarios and nothing else. Nit-picking, maybe, but the latest and greatest version of the game is set to change all that, thanks to a fantastic career mode which we can show you for the first time.

Last month we had a good look at the main football section of the game (lifted from the brilliant *J-League Perfect Striker 2*), and now we've got our hands on a newer version of Major A's work in progress, complete with a partially translated career mode.

It begins with a comprehensive player editor which lets you alter every attribute, including skill ratings, height, and even which town your creation hails from. You give him a face and a name, decide whether he's a midfield general type, a solid defender or a mercurial forward, and finish by choosing a team.

Your created player is barely good enough for park football at the start, so your first priority is to improve his meagre skills. There are several training exercises to choose from, each working on a different combination of your 10 different attributes (eg stamina, speed and passing accuracy). The more you train, the better you'll get, and a player who started out unable to keep up with the pace of a match will eventually end up as a rock-hard superstar who rarely breaks into a sweat. When you get good enough at all the different skills, you might be invited to join a better team with better training facilities, better players and, most important for a would-be pro, a fatter pay packet at the end of the week.



LIFESPAN *The career mode is a brilliant way to breathe new life into the old footie game format.*

It's a brilliant way to breathe new life into the old footie game format. Konami's *Power Pro Baseball* series, which has never been released outside of Japan, has long since included a career mode of its own, and if European gamers take a shine to it, it's something that we might see in many future sports titles. There's also a new cup

Options

You can call up the master options screen at any time, allowing you to look at your current ratings, discuss your career with the various scouts and agents who'll come to check you out, or just go to bed and rest.



Training

Training is the best way to improve your skills. You'll be set various tasks, such as blasting the ball into the net from different free kick positions, and the better you perform, the more bonus points you'll earn.





Limbering up. First one to do the funky chicken wins.

This looks like a certain goal if the young forward can keep his cool. Just slot it through his legs.

It's better if you turn off the target boxes so you can't see where the ball is going.

option which will allow you to play along with the Euro 2000 championships next June.

The rest of the game is based on *J-League Perfect Striker 2*, which is a revamped version of *ISS '98*. The biggest changes have taken place behind the scenes, in the game's engine room, so you won't see many new moves or abilities. Veteran *ISS* players will notice an improvement to the artificial intelligence of your computer team mates and a general tightening of the defenders and goalkeepers. While it isn't as radical an update as *ISS '98* was, there's probably enough refinement in there to make it worth the upgrade for many owners of the previous versions.

Expansion pak owners can play in hi-res, although our experiences with the early version of the game would suggest that most people will stick with the standard, slightly fuzzy screen resolution. To get all those players on the screen at one time takes a fair amount of processing power, so Major A have had to sacrifice quite a bit of animation to make it work properly. It's only an option though, and a bonus for anyone who doesn't mind putting up with something less than smooth in order to bring a bit of crispness to their *ISS* players.

In all, *ISS Millennium* is shaping up to be the best football game we've ever seen. The career mode, the new teams and stadiums, and the increased difficulty will ensure that it outlasts its predecessors as a one-player game. And it's still the finest two-player sports game around. We'll keep you informed of any further developments.

Talking footie

Those of you with long memories and an extensive collection of N64 back issues will recall our interview with Major A, the football crazy development team behind the *ISS* series, in the very first issue of the mag. Almost three years on, we caught up with Aki Saito and the nice folks from Osaka once again, to get the full story behind the game's second sequel.

N64: How many of the original *ISS* team worked on this version?
Major A: There are two people from the original *ISS* team, working as supervisors this time. However, there are various members from the original team that have been working on the latest version one way or the other, so there are no clear lines as to who are the original members.

N64: Which part of *ISS* are you most proud of?
Major A: Our efforts to make the game as realistic as possible mean we have created good, well blended gameplay. And we always try to come up with some improvements throughout the series (such as the new career mode).

N64: Which aspects of previous *ISS* games did you feel needed to be improved?
Major A: Increasing the playing speed has a tendency to cause unbalanced gameplay, so that's one thing we have tried to resolve.

N64: Which other football games do you admire?
Major A: As every game comes with some good points and shortcomings, it is hard for us to nominate the games we can completely admire, but *FIFA* by EA, *Virtua Striker* by Sega and *Winning Eleven* by KCE Tokyo all have something good in them.

N64: Have you tried to incorporate any of their features into *ISS Millennium*?
Major A: Even though there are some good points, we don't just copy them outright, but we might use them as a base on which to develop ideas of our own.

N64: How difficult is it to get the game running in hi-res?
Major A: As we are using the full capacity of memory available for N64 on *ISS*, there is a great chance of losing the game balance if we increase the level of resolution without taking any counter measures. Therefore, we have lowered the animation frame rate to cope with this.

N64: Did you base the career mode on any particular player?
Major A: There are no specific players of any sorts. In the case of characters' faces, we created them using collages from photos of club players overseas and pictures of actors, models and sports players, etc, of the same race.

N64: How much of the original *ISS64* code remains?
Major A: The game has kept evolving, though it's still based on the original. There's almost nothing you can identify with in its appearance, but the core of the game is the same. It is really hard for us to say how much, though.

N64: What differences are there between *ISS Millennium* and *Perfect Striker 2*?
Major A: The teams have been changed from the J-League to the national teams. There's also one additional mode in which only European countries compete against one another.

N64: Do you play games in your spare time? And if so have you got any particular favourites?
Major A: Yes. *Dragon Warrior Monsters* (reviewed next month in Planet Game Boy) and *Resident Evil 3* on PlayStation.

N64: Do you feel you have taken the game as far as you can with this version?
Major A: We believe that we've used a relatively high level of the N64's technical capability with this version.

N64: So what does the future hold for *ISS* and Major A?
Major A: Major A will keep creating football games and *ISS* will keep evolving. We hope to offer overall entertainment to the people through football and we believe that the career mode will play an important part.

Nintendo in 2000

It's going to be the strongest year yet for Nintendo's machines. And here's why...

Despite the traditionally dry period around summer time, 1999 has been a brilliant year for Nintendo gaming. And, incredibly, the brand new millennium is going to be even *better*.

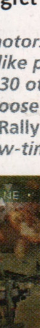
Foolish street corner banter may suggest the N64 isn't what it was, but with over 22 must-have games pencilled in between January and December (plus a whole wealth of others including some surprises that haven't even been confirmed yet), only a bumbling numbskull would write off Nintendo in 2000, especially with its confirmed Molotov cocktail of Pokémon and Mario. Add to that a couple of Rare specials (including a certain *Perfect Dark*), a Turok threequel, a new Bond game and a possible Dolphin launch worldwide and it's go… for… launch!

Nintendo in 2000 JANUARY

Post-Christmas and there's plenty to look forward to. On January 26th, the intriguingly different *South Park Rally* finally hits the shelves, after some problems with South Park TV people, Comedy Central. Its unique take on *Mario Kart* and top sounds should ensure a healthy position at the top of the charts.

Also this month is *Nuclear Strike*, THQ's top drawer chopper sim. For more on this little beauty, check out our Future Look on page 8. You won't regret it – oh, no.

Ike motors about in his kart-like pram. There are over 30 other characters to choose from in South Park Rally – and it's review-time next ish.



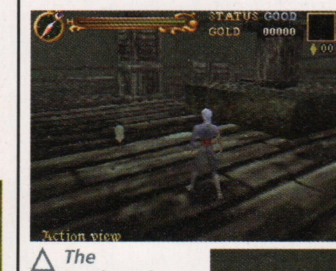


Nuclear Strike. *It's got explosions, strikes and plenty of nuclear. It'll be smart.*

Nintendo in 2000 FEBRUARY

Castlevania sequel, *Legacy of Darkness*, hits UK shores at the end of the month. Early copies promise much of the same (which, unfortunately, means a similarly flawed camera), but with a choice of four characters, different story threads for each one, *and* some brand new levels, it could be fun.

On the GB, *Pokémon Pinball* makes its long-awaited appearance. Check out N64/30's Planet Game Boy for our five star treatment of the ace import version.





The Castlevania sequel shows signs of improving on the last outing. The camera's still a bit crud, mind.

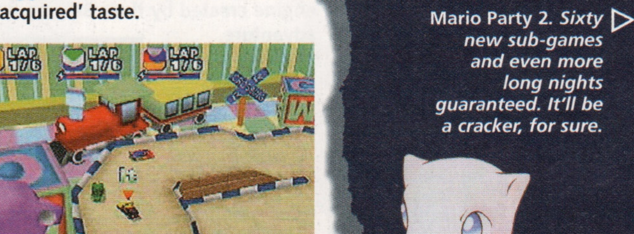
Nintendo in 2000 MARCH

Come springtime and Konami roll out their newest *ISS* game, **Millennium**, a hi-res take on the series with a remarkable RPG mode. For more details, flip to page 54.

Nintendo will be pushing the *Micro Machines*-ey **Mini Racers**, a collaboration between NOA and developers Looking Glass (responsible for the middling *Destruction Derby 64*). Conflicting reports from N64 office members suggest this one could be an 'acquired' taste.



ISS Millennium. *See page 54 for our exclusive Special Investigation.*



The Micro Machines-like Mini Racers. *Could be good, this.*

Nintendo in 2000 APRIL

Question is, who's going to be brave enough to come up against **Perfect Dark**? The answer, of course, is no one, hence April – and the incredibly lucrative Easter period – looking a bit thin on the ground.

The only other big release might be from Nintendo themselves in the shape of **Mario Party 2** the sequel to last year's fab four-player board game. It claims to have 60 new mini games, an impressive collection of game boards and a host of extra characters.

Mario Party 2. *Sixty new sub-games and even more long nights guaranteed. It'll be a cracker, for sure.*

Mew

With all five of America's top five best-selling games of 1999 being Pokémon titles – *Red*, *Blue*, *Yellow*, *Pokémon Snap* and *Pokémon Pinball* – it's not surprising that Pikachu and pals make up a large part of Nintendo's 2000 release schedule. And, this month you get to meet up with Mew, *Red* and *Blue*'s 151st monster and the rarest and most powerful of them all. Pop along to one of Nintendo's travelling roadshows and you can download him into your own GB.

Nintendo in 2000 MAY

Could May *finally* see the release of Rare's astonishingly long-in-the-making **Twelve Tales: Conker 64**? According to insiders, it's been completely rebuilt from the ground up – hence a delay that beats all other Rare delays hands down – though whether that means it's different enough from *DK64* and *Banjo* remains to be seen. The squirrel with the inane smile reportedly comes with a top, four-player deathmatch and some 'unique' features. Interesting.



"Right, let me get this straight: you're a blue rabbit with joining eyes who talks?"

Perfect Dark

Finally, after almost two knuckle-chewingly long years, we get to play **Perfect Dark**. The release date has been set – though, take note, *speculatively* – as the first day in April, and we've been assured by Rare that the game will feature "some revolutionary new ideas that no one else has even *considered*". Excited? You should be. *Perfect Dark* represents the next step in videogaming: it'll have a deathmatch to end all deathmatches, astonishing enemy AI, a wealth of ingenious weaponry, and – best of all – it'll grant you the ability to download *your own face* into the game. 102 days to wait... not that we're counting or anything.

Nintendo in 2000 JUNE

The Pokémadness continues with the release of **Yellow** this month. Slightly tweaked monsters, and a plot that mirrors the cartoon more closely, *plus* Pikachu from the beginning. There's also a different pokédex, some new trainers and monster locations.

Also in June comes **Ridge Racer 64**, Nintendo of America's in-house conversion of Namco's ace PlayStation game. Preview versions weren't enormously encouraging, but there's still plenty of time.



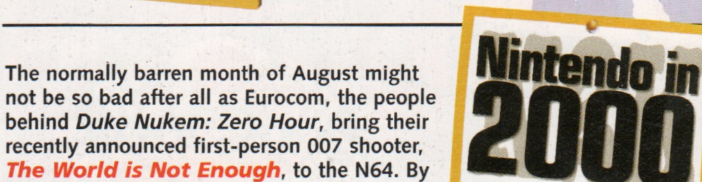
Ridge Racer. *If the ECTS version is anything to go by, this ain't too special.*

Pikachu turns up in Pokémon Yellow. *Electrifying!*

GO! GO!



It's rumoured to be in development, but no one *really* knows what sort of game it is, even though the ***second Star Wars Episode I game*** has been pencilled in for 'summer 2000'. Reports suggest it could be a first-person shooter, rather like the duff *Dark Forces*. If that fills you with a sense of dread, don't worry: LucasArts seem to have finally cracked the N64 and, if we're lucky, they might even farm development out to *Rogue Squadron*'s Factor 5.



The normally barren month of August might not be so bad after all as Eurocom, the people behind *Duke Nukem: Zero Hour*, bring their recently announced first-person 007 shooter, ***The World is Not Enough***, to the N64. By all accounts it's already been in development for over *16 months*, and is keeping closely to the template laid down by *GoldenEye*, as well as introducing more gadgets and weapons. It'll use the ultra-smooth *Zero Hour* engine.



We phoned Eurocom this month to get the lowdown on TWINE, but they fobbed us off with a "no comment". What we do know is that it'll use the engine created for the ace Zero Hour.

Nintendo in 2000 OCTOBER

Already over a year and a half into development, Rare's ***Banjo-Tooie*** will finally arrive in October, unless one of their famed 'delays' takes place. Certainly they'll want to keep their top secret sequel away from Christmas' *Mickey Racing*.

Mission: Impossible 2 should also still be on for this month. Infogrames have learnt lessons from the first game *and GoldenEye*, and this sequel uses the eye-gouging engine created by their Belgian outfit for PC adventure, *Outcast*.



Banjo-Tooie. *Finally, we'll be able to get to that ice key in Freezeezy Peak.*

Mission: Impossible 2. *It's been talked about for a while. Could we finally see it in October?*

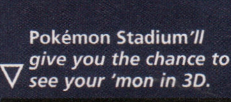
Nintendo in 2000 SEPTEMBER

The last Pokémon game of the year, ***Stadium*** rolls into town as autumn draws in. It'll be the second game after *Perfect Dark* to use the Transfer pak, allowing you to download monsters you've collected in *Pokémon Red*, *Blue* and *Yellow* and watch them battle it out in stunning 3D.

Also out this month is ***Super Mario Adventure***, the British version of *Super Mario RPG 2*. A strange 2D/3D hybrid, it'll be a mixture of mini games and lightweight RPG-ing.



Super Mario Adventure. *It's a Mazza game and it's from Nintendo. Let's face it, it's going to be a ruddy corker.*



Pokémon Stadium*'ll give you the chance to see your 'mon in 3D.*



Picking your Pokémon. All 150 are in the game, but you'll be able to download your high-levelled alternatives using the Transfer pak. Sweet.

Riqa

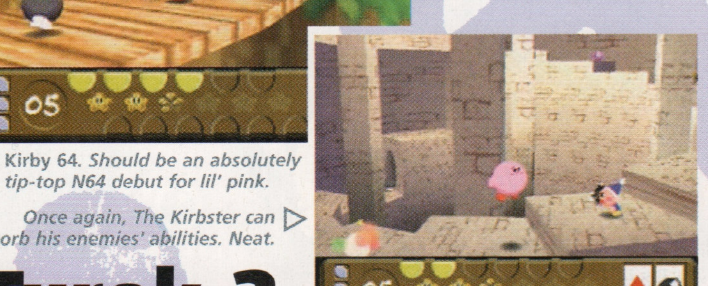
Once rumoured – unbelievably – to be using the *Zelda* engine, ***Riqa***, along with November's *Eternal Darkness*, must surely rank as the most mysterious game of 2000. Developed by little known Bits Studios and published by Nintendo, the game features some similar themes to *GoldenEye*, with guns and gadgets high on the agenda. It also has a female protagonist not dissimilar in looks to one Lara Croft. Absolutely nothing has been seen of it but this one shot.



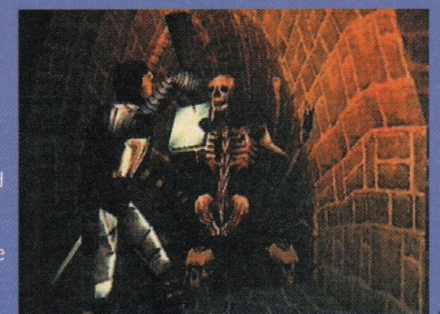
Nintendo in 2000

NOVEMBER

Kirby finally arrives on the N64 in the imaginatively titled, er, **Kirby 64**. Seemingly a side-scroller like the criminally underrated *Yoshi's Story*, the game is in fact 2-and-a-half-D, with the levels swinging round so that the little pink fella also runs into and away from the screen. The controls are perfect, as expected in a Nintendo game, and Kirby will be able to absorb far more abilities than in any of his previous games. Should be excellent fun.



Kirby 64. *Should be an absolutely tip-top N64 debut for lil' pink.*



Once again, The Kirbster can absorb his enemies' abilities. Neat.

Turok 3

Scheduled for 'the end of 2000', **Turok 3** promises to return the series to its routes, with more emphasis on dinosaurs and less on science fiction and multi-legged bugs. Prehistoric environments have already been seen behind closed doors; indeed, our very own Mark saw some darkened dungeons and vast, lush landscapes during a trip to Acclaim-Austin earlier in the year. Apparently, levels will also be 'reduced' after complaints about the length of *Turok 2*'s.

Eternal Darkness

Seen for an all-too-brief time at this year's E3, **Eternal Darkness** is a cross between *Zelda* and *Resident Evil*, a dark adventure with fixed camera angles and lush pre-rendered backdrops. Developed by Silicon Knights, who turned out the first *Legacy of Kain* game on the PlayStation, the project is being overseen by Nintendo and is, according to rumours, 'very scary'. The story appears to be *Zelda*-esque too, with skeletons and a sword-wielding hero.



Nintendo in 2000

DECEMBER

The back end of 2000 promises to be the strongest in the N64's history, and part of the reason is that *Mother 3*, or **Earthbound 2** as it'll be called over here, will finally arrive in time for Christmas. Over three years in development, HAL's RPG is an amazing showpiece for the console, and one of the first *proper* role-players (disregarding *Zelda*'s action-ey approach to combat). Turn-based scraps and parties of players will make for tip-top merriment.



The massively atmospheric Mother 3. *It's been in development for longer than any other N64 game, so it better be good.*

Zelda Gaiden

Barely eight months after Japan get it, **Zelda Gaiden** arrives in the UK and US simultaneously, expansion pak-compatible and completely Miyamoto-free. Of course, that doesn't mean it'll be any less brilliant than *Ocarina*, especially as players can now use masks to endow Link with different abilities. Oh, and where those extra 4Mb's have gone is immediately obvious: watch in awe as up to six Stalfos skeletons attack you *at the same time*. This will be amazing.





Mickey's Racing USA

Top of your shopping list should be this, Rare's first N64 Disney licence, and a racing game with more than a hint of *DKR* about it. Announced at the beginning of November by Nintendo of America's Peter Main, **Mickey's Racing USA** uses an updated and refined version of the *Diddy Kong* engine, and is expected to offer much the same kart-based speeding as its marble-eyed predecessor. Let's hope they improve on *DKR*'s bland multiplayer mode...

and... Dolphin

Proposed as 'an end of 2000 release' by Nintendo of America CE Howard Lincoln at this year's E3, Dolphin's Christmas release is still in the balance despite reports that no one's even seen a working model of the machine, let alone got close to a development kit.

Miyamoto himself has admitted he and his team haven't even *started* a Dolphin game yet – and, remember, *Zelda* took *three years* from scratch – while the likes of confirmed developers Rare, Retro Studios, Left Field and the Software Technology Group presumably haven't either. Acclaim, Titus, Ubi Soft, Konami and Infogrames have all expressed an interest in developing for the machine, as have those all-important Japanese developers Namco and Capcom, but until development kits start getting sent out nothing can get underway.

With PlayStation 2 launching over here next Christmas, it's important Nintendo ensure they're not left behind – something that the Japanese brains will be acutely aware of.

We'll keep you up-to-date as news reaches us...



WIN! ALL OF THIS!

The biggest Pokémon giveaway ever!

Yup, it's true. With the whole world having gone Pokémon mad, we thought we'd round up every single piece of Pokémon-related merchandise we had in the office and offer to give it away to one lucky winner. We've got beanies, loads of toys, hats, shirts, electronic widgets, keyrings, bags... everything you could ever want concerning Pokémon. It's almost too good to be true!

There is, however, a catch, of course. You'll need to answer the following questions correctly – and we'll pick one randomly-assorted correct winner (and, hopefully, Pokémaniac), who'll be the lucky recipient of all this Pokémon merchandise. And the questions are...

1) Who invented Pokémon?
2) Name one place where you can find a Moonstone.
3) How many Pokémon are there in *Pokémon Snap*?

How to enter

Think you've got the correct answers? Good. Jot them down clearly on the back of a postcard or an envelope, and send them to:

Goodness gracious me...
It's the Great Pokémon Giveaway!
N64 Magazine, Future Publishing,
30 Monmouth Street, Bath, BA1 2BW

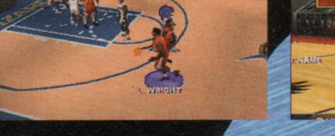
RULES

1. Entries must arrive no later than the 10th of February.
2. Employees of Future Publishing can't enter. Just fawgeddaboudit.
3. The winning entry will be chosen entirely at random, from a special pokébucket of other totally correct entries, by the fair hand of the editor.
4. The editor's decision, whilst not as final as falling out of a plane, will certainly be final enough.
5. Look into my eeeeye.

THE LATEST UK N64 GAMES REVI

N64 MAGAZINE ARENA

Having trouble finding a game?
Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!




NBA Jam 2000

Get this – it's two basketball games in one shiny cart!

GO TO PAGE 70





Ready 2 Rumble Boxing



Midway's comedy punch-up 'hits' the UK! And our puns get no better...

GO TO PAGE 66




Armorines

It's Starship Troopers on the N64! Get the lowdown here.

GO TO PAGE 72






Fighting Force

Core's 3D beat-'em-up finally gets a PAL release...

GO TO PAGE 76



Don't forget to visit the IMPORT ARENA

The games they're playing in America and Japan.

Toy Story 2



The game-of-the-film in 'not bad at all' shocker!

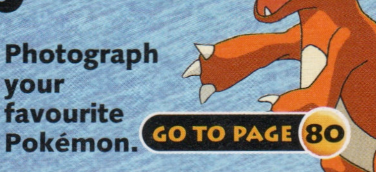
GO TO PAGE 78

Pokémon Snap



Photograph your favourite Pokémon.

GO TO PAGE 80



EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

METROID 64

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: xx pages	✗
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

April | May | Nov

COST: £40

THE INFO BURST

Look for this in all our reviews to get an idea of whether the game in question uses N64 peripherals like memory and expansion paks. Also, we'll tell you whether it works with the new GB Pak, when it's out and how much it costs.



GAMERS TV LINK

Watch out for this special symbol – and the date – as it means that one of our reviewers will be appearing on ITV's Gamers show at 12.30 on a Saturday, reviewing the game in question!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS... The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses and minuses

+ • Amazing levels.

– • Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/45, 96%
Amazing Mario-beating Mickey Mouse-a-thon.


9 VISUALS


8 SOUNDS


8 MASTERY

7 LIFESPAN


VERDICT

90%

HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth.



85% and above *Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.*

84% – 70% *If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.*

69% – 50% *Every so often there comes along a game that's perfectly playable but just not special in any way – and simply doesn't make good use of the N64.*

49% – 20% *Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.*

19% – 0% *The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.*

TEAM 64

Ready 2 Rumble, then. It got us all worked up into a pugilistic frenzy, hence the unsightly bruises on our unsightly mugs. It's all in a day's work for Team **64**...



TIM WEAVER
'The Weavester', as he doesn't like to be called, finally got his just desserts this month. It was trifle.
GAME OF THE MONTH: Ready 2 Rumble



WIL OVERTON
Dazzled by Andrea's fancy footwork, the Essex Eliminator tripped over his own lank and greasy mane.
GAME OF THE MONTH: Pokémon Snap



ANDREA BALL
Terrifyingly, this was Andrea before the fight. She forgot to put her make-up on and slide her false teeth in.
GAME OF THE MONTH: Toy Story 2



JUSTIN WEBB
Months of nondescript indie 'tunes' gave us a reason to tell Jud exactly what we thought of his musical 'tastes'.
GAME OF THE MONTH: Fighting Force



JES BICKHAM
The Bald Booyakka came up against Martin this month. Kittsy flicked him in the ear and his head fell off.
GAME OF THE MONTH: Armorines



MARTIN KITTS
Kittsy sustained his injuries falling down the basement stairs, whilst disposing of what he called 'the evidence'.
GAME OF THE MONTH: Pokémon Snap



MARK GREEN
Normal Mark didn't much fancy a fight. Instead he tried to fend off all-comers with stories of S Club 7 and kittens.
GAME OF THE MONTH: Ready 2 Rumble



DARK MARK
Dark Mark soon put things right, though, by going completely and utterly mental in a comedy regional accent.
GAME OF THE MONTH: Ready 2 Rumble

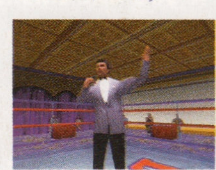


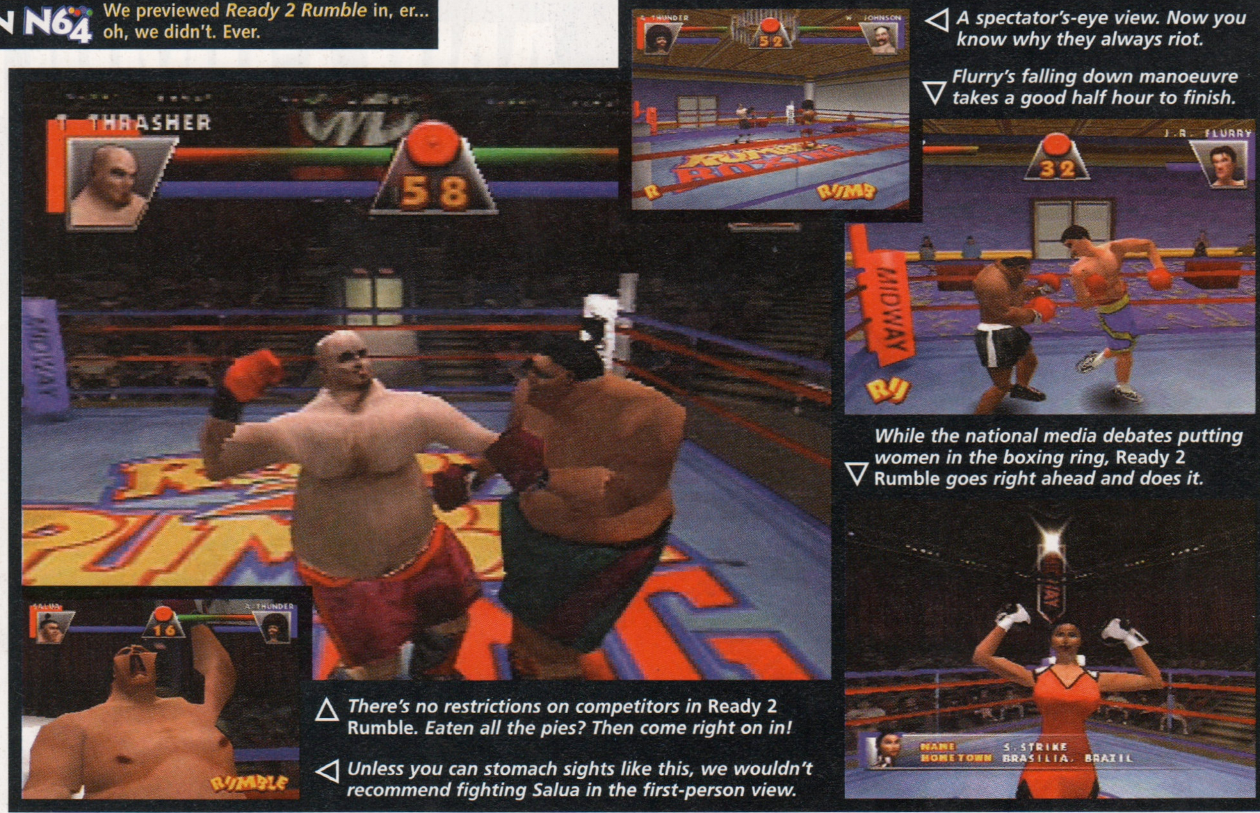
NEIL PEDOE
Mums love Neil. So much, in fact, that he was mobbed by several this month. He didn't stand a chance.
GAME OF THE MONTH: Fighting Force



OH WHAT AN ATMOSPHERE

The arenas in *Ready 2 Rumble* are some of the most 'animated' ever. There are no waving crowds or flashy ringside TV screens, but with the ref cropping up to count out a downed fighter, cornermen screaming advice at their man, and the crowd noise swelling as bloodier moves are pulled off, fights are brilliantly atmospheric. It's a shame there's no commentary, though – bring back Jim Rosenthal, we say.





A spectator's-eye view. Now you know why they always riot.

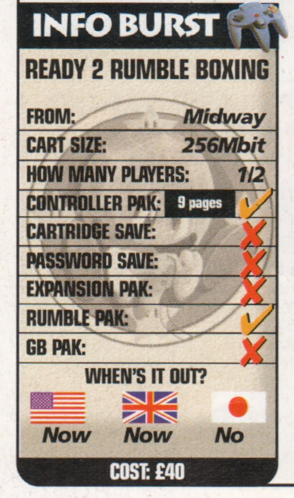
Flurry's falling down manoeuvre takes a good half hour to finish.

While the national media debates putting women in the boxing ring, Ready 2 Rumble goes right ahead and does it.

There's no restrictions on competitors in Ready 2 Rumble. Eaten all the pies? Then come right on in!

Unless you can stomach sights like this, we wouldn't recommend fighting Salua in the first-person view.

READY 2 RUMBLE



INFO BURST

READY 2 RUMBLE BOXING

FROM:	Midway
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	9 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

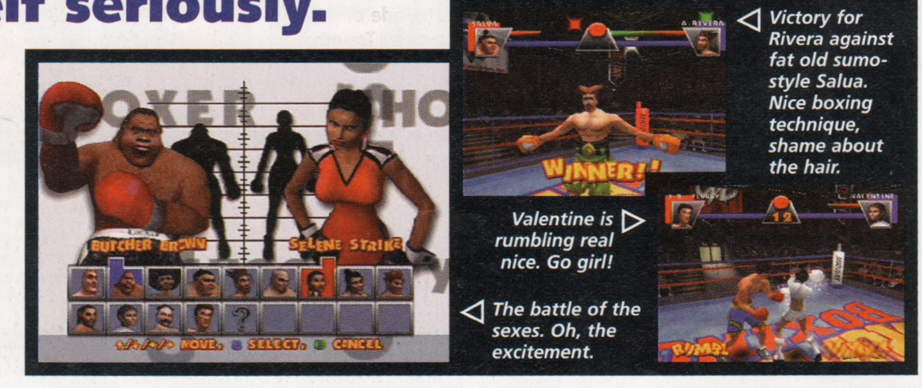
US	UK	Japan
Now	Now	No

COST: £40

Just like Bruno, a fighter that refuses to take itself seriously.

It's been a great couple of months for N64 beat-'em-ups. Titus' *Xena Warrior Princess* offered sense-smackingly fast fighting, *WWF Wrestlemania* proved the pinnacle of 'rasslin action, and *Super Smash Bros* brought a hefty dose of Nintendo magic to the genre.

Ready 2 Rumble, then, is up against exceptionally strong competition. Can its 'humorous' take on pugilism KO them all?



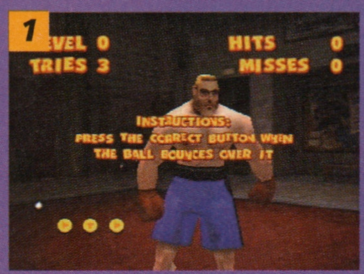
Victory for Rivera against fat old sumo-style Salua. Nice boxing technique, shame about the hair.

Valentine is rumbling real nice. Go girl!

The battle of the sexes. Oh, the excitement.

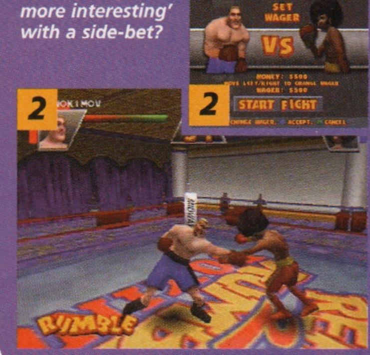
Fight Club

A short tour through the one-player championship mode.



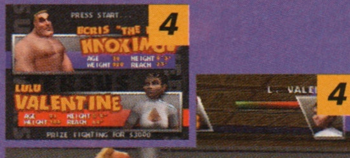
1 First, knock your fighter into shape with a short trip to the gym. You've only got enough money for the Simon-style Aerobics Training, though, and it's painfully tricky.

2 With your wallet empty, the time is ripe for your beefed-up fighter to enter a prize fight. The purse is disappointingly small, so why not 'make things more interesting' with a side-bet?



3 Knokimov wins! With the prize purse and your illegal gambling winnings, you can afford some meatier equipment for the gym. Such as this stamina-boosting Heavy Bag.







4 More money needed, so get back into the ring for another prize fight. This one's trickier, but Boris' time in the gym has paid off handsomely, giving him the upper hand...



5 ...or so you'd think. Still, you've lost nothing but your self-respect, so pop back for another go. Prize fighters are particularly susceptible to special moves, so make like crazy with the fingers.





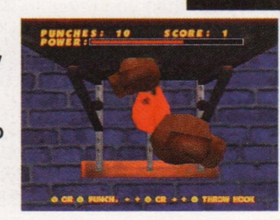
6 Your opponent is eliminated! You've now got enough cash to enter a title fight, and improve your standing in the world rankings. Things are about to get a whole lot tougher...

BOXING

KEEP ON PUMPING

To avoid the Championship becoming a tiresome parade of prize fights and title scraps, *Ready 2 Rumble* introduces the Training Section. Essential for pumping up your fighter's attributes (strength, stamina and dexterity), it's basically a collection of sub-games. And they don't work too well at all. The ideas are great – tap the controller in time with music, follow Simon-style sequences of button-presses – but the timing's awry, and all too often you'll be told 'Training Over' after a few seconds – which means you can wave goodbye to your money and any opportunity to retry. Bah.







Typically, you'll have to enter at least two prize fights to earn enough for the meatier equipment.

GO! GO!

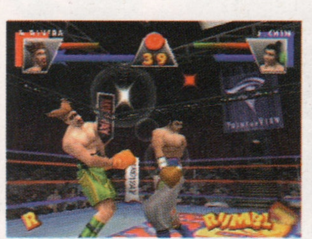
READY 2 LITIGATE
Now, we remember Ant 'n' Dec, in their post-Byker Grove and pre-CDUK days, releasing a hearty little ditty by the name of 'Let's Get Ready To Rumble'. Apparently, Michael Buffer (who owns the rights to the phrase) almost sued, but didn't think it was worth it because of the questionable quality of the tune. Odd, that. But *Ready 2 Rumble*'s main title theme sounds *incredibly* similar to PJ and Duncan's aforementioned teeny-bopping hit. How very odd…



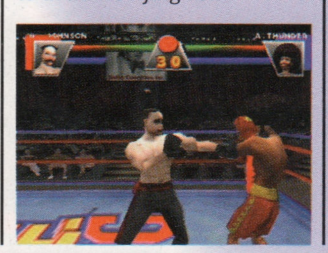
WHAT'S IN THE BOX?

Apart from drawn-out entrances to the tune of 'Simply The Best', *Ready 2 Rumble* has everything you'd expect from blood-drenched real-life punch-ups. Such as…

FISTS!
A simple push on the analogue and a button tap initiates a whole range of punches. The traditional hooks and uppercuts work best, but your stamina meter will plunge as your arms fly; you'll need a break before 100% strength punches are possible again.



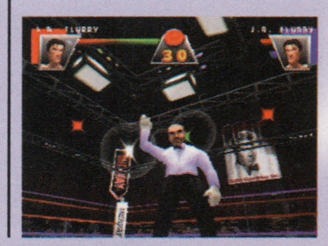
FLAIR!
A or B and a push on the analogue allows your fighter to dodge, weave and duck away from incoming gloves. It's just about possible to wait for the 'grunt' from your opponent that signifies his next move, then tap block/dodge in time to avoid his flying fist.

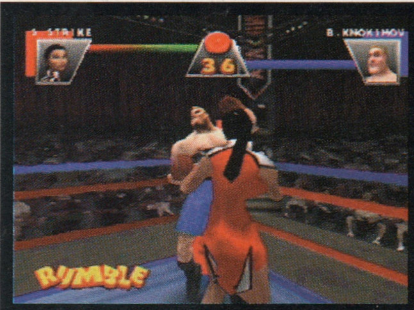


FRENZY!
As you draw blood, the letters that make up the word 'RUMBLE' light up. Once it's complete, you truly are 'Ready 2 Rumble', with your fists lighting up for a flurry of hard-to-avoid blows. If your opponent rumbles, run away until the effect wears off.

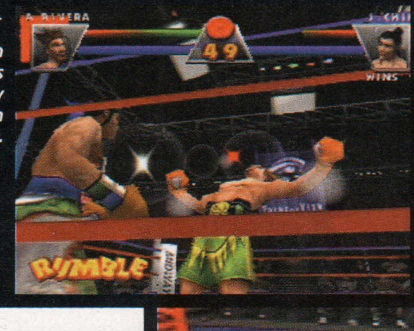


FALLS!
Once your strength meter bottoms out, you're on the floor. As the ref counts down, you (and your opponent) can wiggle the analogue furiously to build your strength back up. The third time you find your face on the mat, though, it's game over.





Gasp! Female beat-'em-up character in butt-covering skirt shocker.



Lens flare in 3D games is now legally enforced by an EU directive.



Heavy fighters' weight can come in handy – as with this 'belly bash'.

Hey, hey – it's a comedy boxing game! *Ready 2 Rumble* avoids the more sensible route that *Knockout Kings 2000* took, and ends up owing much more to wrestling than traditional fighting games. So, please find enclosed: larger-than-life characters with long-standing friendships and rivalries, bouts where head-butts and groinal stabs are waved on by the ref, and roof-raising special moves that can knock opponents flat.

Midway have obviously realised that N64 beat-'em-ups are most often played with friends, and gone all-out to make fights as raucously entertaining as possible. *Ready 2 Rumble* has the backing of Michael Buffer, 'The Voice Of Champions' (who roars 'Let's Get Rrrreadyyyyy Tooo Rrrrrumblllle' whenever the mood takes him), but otherwise this is a distinctly unofficial interpretation of boxing. A man with a candyfloss afro knocking a swaggering Russian to the ground with flaming fists and a yell of 'You goin' down!' isn't likely to happen anywhere else.

Despite *Ready 2 Rumble*'s 'crazee' nature, though, the game sticks to the rarely-broken golden fighting game rule – one-player games just aren't any fun. With moves restricted to identical-looking fist jabs, hammering away at your rival soon gets tedious, and while the ability to duck and weave *looks* good, it's easier to avoid other player's fists by simply scarpering to the opposite end of the ring. It seems more than a little unfair, too – the CPU is invariably much better at connecting punches than you (even in the misleadingly-named 'easy' mode), allowing it to activate the match-winning 'RUMBLE!' combo time and again.

The Championship mode is better. Thanks to an ingenious betting option, every punch landed on your boxer's chin makes it more likely that $2000 will be ripped from your grasp with the final bell, making for butterflies in the stomach as you rise up the rankings. But with the only prize for victory being fighters who are already unlocked in the two-player (apart from one demon-like character), there hardly seems much point. And the training mode – a nice idea where rhythm-based sub-games improve your fighter's skill and strength – is sloppily executed.

So, with the game's one-player acting as its weak left punch, *Ready 2 Rumble*'s strength lies in its knockout right hook – the two-player. Fights are more balanced, a weedy retreat from a fist-flaming Rumble attack is less likely to succeed, and each



Its strength lies in the two player game: each punch feels that much meatier with your opponent grimacing beside you.

△ Hasn't anyone told him that size doesn't matter?

◁ Oof! The animation of the boxers is jerky, but it's still a treat to watch.

△ Now that's just showing off. Still, better than anything Hamed could do.

◁ One of the many blows that would have you disqualified in real-life pugilism.

◁ The only way Midway could get their logo into a boxing ring – building their own.

A friendly giant gives Afro Thunder a headrub. ▽

punch feels that much meatier with your opponent grimacing beside you. It's hugely satisfying to land a flurry of punches on your friend's increasingly puffy face, and there's that same boisterous feel that comes from out-of-control multiplayer wrestling. The 'three downs and out' rule makes each fight short, intensive and gut-tighteningly tense.

Ready 2 Rumble is also one of the rare fighters that stars a likeable bunch of characters. Midway have no qualms about each fighter possessing roughly the same set of moves (bar a single, button-tapping combo) because the unique look and personality of each fighter allows players to form a bond with (or hatred of) particular characters. Just as you'll always bagsy your favourite Nintendo individual for games like *Mario Kart* and *Smash Bros*, *R2R* will soon have you favouring one of the odd-looking Afroed cab drivers, 350lb sumo wrestlers or Japanese stuntmen on offer.

It all looks rather smart, too. Animation is jerky, but the motion capture is superb, with each pugilist jabbing and weaving in their own unique way – "Big" Willy Johnson, in particular, leans back, fists poised, in a perfect recreation of 'gentlemanly' boxing from the 1800s. It's tiring to have to wait for some of the fighters to go through their 20-second long falling down routine, but otherwise battles are a pleasure to watch – especially with saliva bursting from fighters' flapping mouths, faces becoming coated with blood, and bone-crunchingly meaty crunching and slapping sounds.

But *Ready 2 Rumble* has problems. The default 'floating' camera (the only useful view from a meaningless range of options) takes time to settle, often obscuring one player behind another as it slowly spins around. The controls, too, feel sluggish – press a button and your fighter's arm will take an appreciable few milliseconds to spring into life, and every move needs to be completed before the next one can begin. It leads to frantic button-tapping where nothing seems to be happening, and moments where moves are accidentally pulled off twice in succession. Needless, and frustrating.

VISUALS ***It all looks rather smart too. The motion capture is superb, with each pugilist jabbing and weaving in their own unique way.***

Ready 2 Rumble's main fault, though, is that it's up against similarly frenetic fighters like *WWF Wrestlemania* and the all-conquering *Super Smash Bros*. Where those games offer four-player fun, *Ready 2 Rumble* is restricted to two players. Where Stone Cold Steve Austin and Mario have access to a wide variety of arenas, types of play, rule changes and mid-fight events, *Ready 2 Rumble* has one type of fight, over and over again. And it can't compete with traditional fighters like *Xena*, because they come with more moves, better looks, and quicker, less sluggish fighting.

If you're looking for something to fill the gap between wrestling titles, *Ready 2 Rumble* is just about adequate. But with *Knockout Kings 2000* out there, and *Smash Bros* and *Wrestlemania* offering more accomplished knockabout fighting, it's hard to get excited about the game. We'll applaud Midway for creating a fighter with a sense of humour and a real 'personality' – it's just a shame the fighting itself isn't as much fun.

MARK GREEN

pluses & minuses

+
- Lovingly-crafted characters and animation.
- Crazee, laugh-a-minute two-player game.
- Pleasingly professional presentation.

–
- Limited number of moves.
- Unexciting one-player.
- Sluggish controls.

If you like this...

Knockout Kings
EA
N64/35, 82%
Involving boxing sim, complete with Muhammed Ali.



8 VISUALS
Slightly jerky, but each fighter has their own impressive, individual look.

8 SOUNDS
Catchphrases, ringside taunts, Michael Buffer and Ant-&-Dec-like theme music.

7 MASTERY
A 3D fighting game with little new to offer.

7 LIFESPAN
Only consider buying this if you've got a friend to fight it out with.

VERDICT
Not bad at all, with an enjoyable multiplayer. But the N64's got a host of much better fighting games.

81%

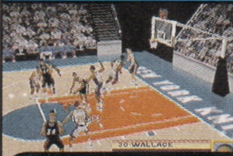
pluses & minuses

+
- Two games for the price of one.
- Good commentary.
- Loads of secrets.

–
- Not quite fast enough.
- Needs two controller paks.

If you like this...

NBA Courtside
Nintendo
N64/18, 90%
The Michael Jordan of basketball games.



8 VISUALS
Very sharp hi-res graphics with plenty of animation.

7 SOUNDS
Lively commentary, annoying music, plus the usual sporty cheers and boos.

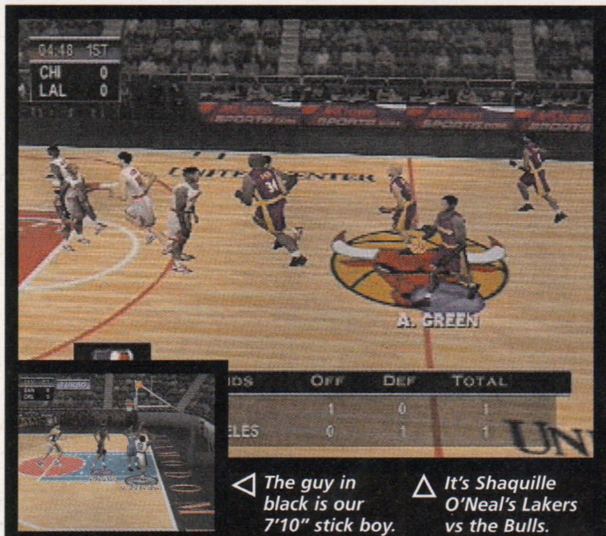
7 MASTERY
Splitting the game in two was a great idea.

8 LIFESPAN
Two separate challenges, each with a lengthy season mode to slog through.

VERDICT
A huge game which we'd recommend to any basketball fan. Recaptures the spirit of the old Jam arcade games.



PREVIOUSLY IN N64 This is our first look at Acclaim's huge hoop sim.

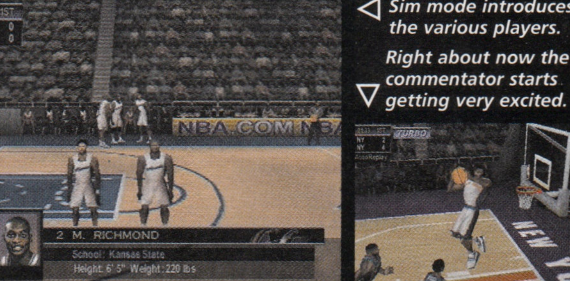


The guy in black is our 7'10" stick boy.

It's Shaquille O'Neal's Lakers vs the Bulls.

Jam mode is the place to go for spectacular replays.





Sim mode introduces the various players.

Right about now the commentator starts getting very excited.

NBA JAM 2000

Two hoop games for the price of one. Result!

Basketball games generally come in one of two flavours – the serious sim, as favoured by *NBA Pro*, or the two-on-two arcade-style, as seen in *NBA Hangtime*. Occasionally a game might try to mix elements from both, such as the outstanding *NBA Courtside*, but Acclaim's *NBA Jam 2000* is different. It doesn't mix its game styles. In fact it includes both of them; two completely separate games on one cart.

NBA Jam 2000 gets full marks for value then. The two modes, Sim and Jam, share some of the same elements, such as the basic control system and graphics engine, but just about everything else feels different. The Jam players have more detail; the Sim players have more moves. The Sim game is filled with stats, sober commentary and TV-style presentation, whereas the Jam game is faster, has no rules, and says 'boom-shack-a-lack' rather a lot. It's a great idea, with the shared controls meaning that you can flip happily from one mode to the other without having to learn a new game from scratch. Unfortunately you'll need to sacrifice two whole controller paks if you want to save your progress in both games.

It's pretty difficult in the five-a-side Sim mode, particularly if you don't really know what you should be doing. The computer defence is very solid, and it's difficult to score with anything other than simple shots from a few feet out. Slam dunks and three-pointers will have to wait until you've mastered the various C-button controls. Being relative dunces when it comes to basketball games (apart from the deliciously intuitive *NBA Courtside*) we stuck with Jam mode for most of the time. It isn't quite as fast as it ought to be but it's fun in short bursts. The only major problem with the game is that it isn't as good as *Courtside*, a title which can be found in bargain bins around the country. But it's certainly more varied, and is a good bet for anyone who has already played Kobe Bryant's game to death.

MARTIN KITTS

INFO BURST

NBA JAM 2000

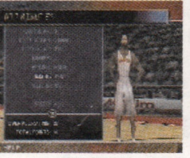
FROM:	Acclaim
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	2x123 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Jan 15	Jan 15	TBA

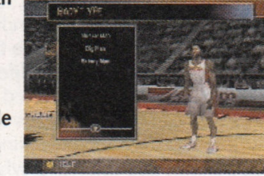
COST: £40

MAKE YOUR OWN





Since it's an Acclaim sports game, there's a top player editor included. You can only use your creations in the Jam mode, which is probably the best place for the *WWF Attitude*-style freaks you can churn out after just a few minutes of fiddling with the settings. We made a mighty fine fat bloke with Groucho glasses and a 7'10" beanpole who fell over every time anyone breathed on him.







FREEZE MODE

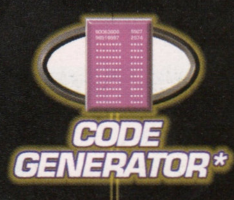





INFINITE LIVES · EXTRA WEAPONS · INFINITE HEALTH



FOR NINTENDO® 64

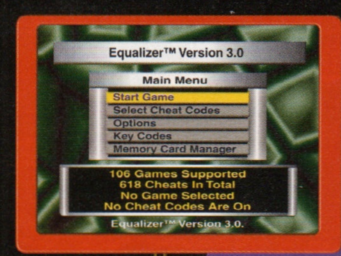


CODE GENERATOR*

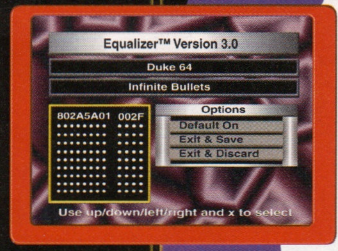


EXTRA VEHICLES · EXTRA CHARACTERS · INFINITE AMMO

CHEATING DEATH HAS NEVER BEEN EASIER!



MAIN MENU

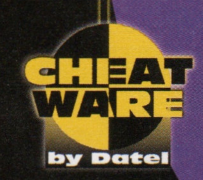


CODE ENTRY SCREEN



Become indestructible using EQUALIZER™, the new cheat code cartridge for Nintendo® 64. You can access HUNDREDS of the HOTTEST cheat codes for the greatest games - PLUS there's space to store thousands more. You can easily program NEW codes as they become available, and you can even find and create YOUR OWN GAME BUSTING CHEATS with Equalizer's™ unique in-built CODE GENERATOR*. There's also V-RAM VIEWER, which allows to view secret in-game graphics.

Simply FREEZE the action of any game DURING GAMEPLAY. Enable any of Equalizer's™ CODE CRACKING utilities - then just press a button to jump back into the action!



"A CRACKING TIPS GADGET"
Nintendo World 92%

"CERTAINLY WORTH THE MONEY AND FUN TO USE"
Arcade 5/5 ★★★★★

THE UK'S BEST SELLING N64 CHEAT CARTRIDGE !

Source: Chart Track, August 99



GAME RELEASE DATES • NEW EQUALIZER CODES • COMPETITIONS • CHARTS
CALL NOW - UPDATED EVERY FRIDAY
0906 8516355
Lines open: 24 hours a day, 7 days a week. Calls cost 50p a minute. UK ONLY
www.codejunkies.com



CALL D3 WORLD TO ORDER: 0845 6010015* ORDER ONLINE: www.d3world.com

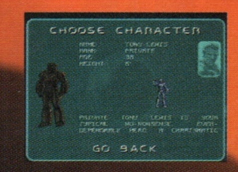
*Lines Open 9am - 5pm, Monday to Friday. Calls charged at local rate.

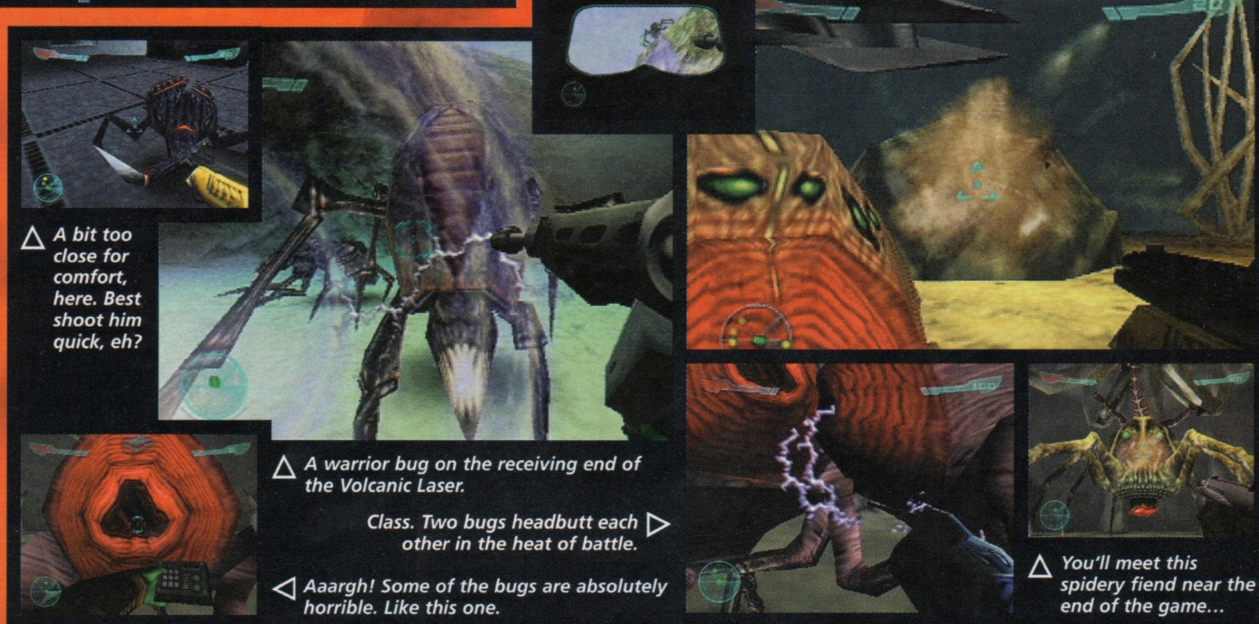
Nintendo® 64 is a registered trademark of Nintendo Inc. This product is not sponsored, endorsed or approved by Nintendo Inc.
*IMPORTANT - Requires Nintendo® or Datel Ram Expansion Pak to utilise this feature

AVAILABLE FROM ALL LEADING RETAILERS

PREVIOUSLY IN N64 Special Investigation. Issue 31. Page 58. 'Nuff said. Don't make me come over there.

THE BEST OF BOTH WORLDS
Armorines allows you to play as one of two characters, Tony Lewis, the male half of the world-saving team, or Myra Lane, female marine par excellence. It's a nice idea, especially if you're playing the co-op mode, and each character starts with a different selection of weapons – thus necessitating slightly different tactics – but other than that, it's a purely cosmetic effect. Nice, though.





△ A bit too close for comfort, here. Best shoot him quick, eh?

△ A warrior bug on the receiving end of the Volcanic Laser.

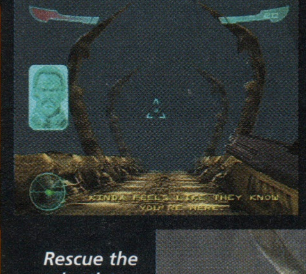
Class. Two bugs headbutt each other in the heat of battle. ▷

◁ Aaargh! Some of the bugs are absolutely horrible. Like this one.

△ You'll meet this spidery fiend near the end of the game...

ARMORINES PROJECT

Acclaim try to out-Turok Turok 2 – but with bugs instead of dinosaurs.





◁ On the bug's homeworld. Not a very nice place to be. At all.

Rescue the scientists in the Silo level. ▽

THOSE DERANGED SCIENTISTS ARE JUST MAKING THEM MADDER.

△ Right in the middle of bug central, somewhere deep in space. Best load up that gun. Quick, now.

INFO BURST

ARMORINES PROJECT S.W.A.R.M.

FROM:	Acclaim
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40

Turok 2, despite its faults – fog, sometimes baffling level design and syrupy frame rates – was, and still is, a superb game. It had stunning graphics, incredible enemy AI and the most ludicrously violent selection of weapons ever seen.

Now imagine a game that runs on a tweaked and faster version of *Turok 2*'s engine, and splice it with the visceral bug-bursting antics of Starship Troopers. It's almost too exciting to be true, isn't it? But that's exactly what you get with *Armorines*, a game that's had us very, very excited since we first saw it about six months ago.

But now that we've got the finished copy of the game, can it live up to its own fantastic premise? The next few pages hold all the answers. Read on and find out...

ARTILLERY ACTION

Guns. That's what we need. And *Armorines* has plenty. Whilst they're not the most impressive bunch we've ever seen, they're at least an interesting and varied bunch of death-dealers...

ROCKET LAUNCHER

It's not as impressive as *Turok 2*'s equivalent, but the missile launcher is still an effective method of insect-evisceration. Fire it at the ground ahead of enemies for maximum hurt.



VOLCANIC LASER

Hard to aim, this, due to the needle-thin blue laser, but it'll take down the biggest bugs in a couple of shots. And it can be charged up, too, for a more devastating shot.



SHOCK GUN

This delicate-looking instrument has two uses: it can fire a web of bug-frying, blue-tinged electricity, or you can use it as a close-combat cattle-prod. Nicely.



PROXIMITY MINE

These beauties pulse rings of energy that attract nearby bugs. Once they're all huddled around the mine, it explodes, ridding you of extra-terrestrial beasts in a trice.

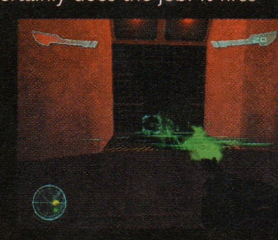


MACHINE GUN

Everybody's favourite. Though nowhere near as entertaining as *Jet Force Gemini*'s equivalent, the machine gun can mow down hordes of the lesser bugs.

SLIME GUN

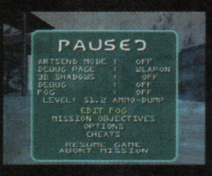
Unusual, this, and whilst it doesn't look too hot, it certainly does the job. It fires gobbets of corrosive, explosive mucus that do a whole lot of damage to insect invaders.



FOG OF POOR

Armorines is foggy. In fact, it's foggier than *Turok 2*, which is strange as it uses exactly the same engine. It's a shame, but Acclaim have cunningly included a fog filter, so you can actually alter the level of fog present in the game. It's a great idea... in practice: if you get rid of the fog the game runs marginally faster, but you'll see some truly horrendous pop-up as the backgrounds build in front of your eyes. Yoiks.





S.W.A.R.M

MAYHEM SQUARED

Multiplayer. That's what we like. And *Armorines* offers two deliciously different types of friend-on-friend action.

CO-OP MODE

Rumours persist that *Perfect Dark* might – just might – have a two-player co-operative mode. With the new April release date, Rare might just be implementing such a feature – but whatever happens, Acclaim have beaten them to it in *Armorines*. Yup, two people can now go bug-hunting together. It's a bit of a jerk-fest, but it's a great feature to have.

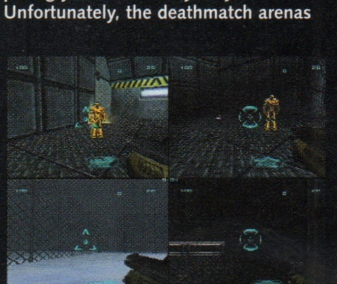






DEATHMATCH

Just a straight, down-the-line gunfest, this, requiring you to kill everybody else before they kill you. Unfortunately, the deathmatch arenas are fairly plain and wide-open, and the amount of fog is shocking. Once again, frame rates sometimes take a battering but, whilst not a patch on *GoldenEye*, *Quake 2* et al, this is a better bet than *Turok 2*'s deathmatch.



GO! GO!



PIED SNIPER
Splendidly, there's a sniper mode in *Armorines,* which is just as well, as no game nowadays should be without one. It works in much the same way as *Turok 2's*: tap Right on the D-pad and some sniper goggles will flip down. You can then zoom in and out by holding down R and pressing Top and Bottom-C. The magnification isn't great, but you can at least pick off bugs in the distance that haven't seen you yet.





LAVA LAMPING

Here's a brief example of some of the things you can expect from *Armorines*, courtesy of the first Volcano level...

1 You start by this crash sight – salvage what you can from the wreckage whilst fighting off legions of the lava-based bugs that have evolved to suit their environment.



2 Suddenly, bugs start pouring from the cliffsides – destroy the bug-holes to stem the tide and please your commanding officer.



3 Eventually, you'll reach this lava gorge. But! There's no way over it – try to cross it and you'll fry immediately. What to do next, then?



4 Blow out the nearby wall and a tunnel is revealed. It leads to a bridge – which enables you to get over the lava – and a freebie-stuffed cave. With bugs, natch.



5 Ambush! You'll run into some fellow marines in this deserted village, who'll quickly be killed by some well-placed plasma blasts. Secure the area and avenge your fallen comrades.



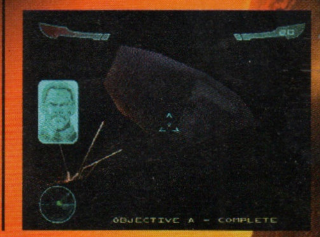
6 Once the area is cleared, shoot the statue above to reveal a hidden switch – tripping this will reveal yet another switch. Hit it to open the gates and proceed.



7 When you reach this treacherous mountain pass, the bugs will mount a last-ditch attempt to stop you. If you fall off the side, it's goodbye, um, Armorine.



8 At the summit, blast through the cracked wall and you'll complete your first mission objective – to find a crashed shuttlecraft and rescue the survivors. Then it's on with the bug blasting...



At first glance, this game is the stuff dreams are made of. After all, welding the lip-quivering weaponry of *Turok 2* to the giant insect ultraviolence of last year's fantastic Starship Troopers movie was always going to be a brilliant concept. But, whilst the ideas in *Armorines* are fantastic, the execution is something of a let down.



△ *One of Armorines' several boss characters. This one is certainly no pushover – it leaps all over the place and then licks you with its poisonous tongue. Yeurch.*

The first thing you'll notice – you simply can't help it – is that Acclaim-London haven't been able to get rid of the fog that pervaded *Turok* and its epic sequel. The *Turok* engine is an excellent one, but now, in the days of the see-to-the-horizon *Jet Force Gemini*, it's looking increasingly dated. Which isn't to say that Acclaim-London have been lazy – they've tweaked the engine to provide more speed, more action, and a considerably larger number of enemies on-screen at once – it's just the game seems to hark from by a bygone era, before Rare and even Eurocom's *Duke Nukem: Zero Hour* rode into town.

It's forgiveable, though, because *Armorines* is a far smoother ride than *Turok 2* – although there are times when the frame rate dips worryingly – and even the wildly swinging crosshairs have been fiddled with to provide competent and precise aiming. It's not up to *GoldenEye* standards, or the vastly improved *Turok: Rage Wars* system, but putting a hole in a bugs' carapace from 50 yards is ten times as likely in *Armorines* as the equivalent activity in *Turok 2*.

Which makes the weaponry that much more disappointing, especially as there's an obvious lack of *Turok 2*-style visual splendour. They do the job, and they're a

VISUALS ***The first thing you'll notice is that Acclaim haven't been able to get rid of the fog...***

This has its advantages and disadvantages. Whilst the extraordinary blanket of fog allows for a more hectic and furious game than *Turok 2*, it cuts graphical detail down to a minimum. Which, as it turns out, isn't such a bad thing: there's a distinct lack of level detail, explosions are pretty ropey and weapons effects pass with nothing more than a whimper. All in all, there's a general lack of spit and polish.

splendidly varied bunch – from the oddness of the Staff of Ra to the baby bug-firing alien arm – it's just that they're almost completely devoid of spectacle. The rocket launcher, for example, produces a weedy-looking explosion, the Staff of Ra a mild blue shockwave, and the grenade launcher appears to fires peas. There's no oomph, no performance, not enough meat on the bones. Admittedly, the way the weapons morph out of your armour is a

▽ *These skull-faced spiders are quick and powerful. Awful things.*

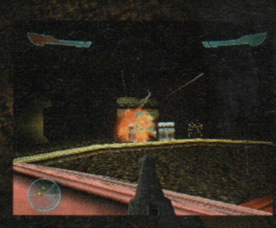




BRITISH RAIL

Armorines also features sections 'on-rails'. Your task here is simple: blast seven shades of the proverbial out of the enemy. It works far better than *Knife Edge* – which attempted to make a complete game out of the premise – and it's good fun in co-operative mode, too.

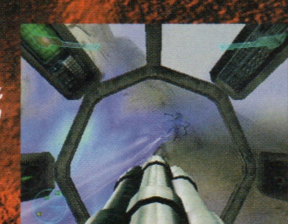
MONO RAIL



During the very first level, you get the chance to mess about on this mono-rail. It's a bit like a ghost train, but with huge, flesh-tearing insects instead of rubber skeletons and spray-on cobwebs.

GUNSHIP

Taking to the skies in an Aliens-style dropship, you have to clear the Egyptian desert of as many bugs as you can before you land. Luckily, you've got a huge chaingun to hand, which is always nice.





△ *Close-quarters combat can be terrifying – and deadly, if you use the rocket launcher.*

Those civilians are close to becoming bug-food. Save them quickly. ▷

GET THOSE CIVILIANS OUT OF HERE. A RESCUE DROPSHIP IS ON ITS WAY

△ *The bugs can climb everywhere. Rooftops are favourite sniping points.*

nice touch, but it's just not impressive enough. We want to be mowing down bus-sized insects with the finest artillery known to man, not a puff of blue light that goes 'pee-yoing'. Perhaps the lack of special effects is another way of keeping the speed of the game up, or perhaps it's just that Acclaim-London lack the over-the-top imaginations of *Turok 2*'s developers Acclaim-Austin. Whatever the reason, it's disappointing that more care wasn't spent over what is always the most immediate aspect of any first-person shooter. What we wouldn't give for a Shredder or Flamethrower…

And that's the major criticisms out of the way. We have more – the empty and featureless nature of some of the levels, the sometimes bland and repetitive textures – but there's also plenty of stuff to enjoy in *Armorines* that needs a mention. Foremost are the bugs, which are absolutely, fantastically ace.

From the incredibly annoying swarms of scuttling smaller insects (reminiscent of the Mites in *Turok 2*) to the larger warrior bugs and gargantuan brain bugs, *Armorines* – enemy-wise – does its best to deliver on the Starship Troopers comparison. And when you've got a seething mass of the smaller beasts hurtling towards you, backed by a phalanx of plasma-firing soldiers, panic really starts to set in. The regional-specific strains of insect (they're all different depending on the level – the Volcanic bugs, for example, are more heavily armoured) are impressive too. It's a shame they explode like a bundle of twigs when you've planted a rocket in their faces, but for the most part they're top – scuttling in a truly sinister and properly insect-like manner.

Couple them with the various mission objectives and in-game set-pieces and, in places, the game almost shines. For instance, as you reach two lost marines who you have to escort to a waiting ship, bugs start crawling from every hole and swarming over ledges above you. And, when you have to rescue a prominent scientist, you reach him just in time to witness him being carried off by the insects. It's events like this that provide moments of excitement, atmosphere and fun.

But as a whole, *Armorines* is just a little too underwhelming. Don't get us wrong, it's a good, solid, perfectly respectable shoot-'em-up, and it is – every now and then – actually like being in Starship Troopers. Those times, however, are too few and far between.

MASTERY *The rocket launcher produces a weedy looking explosion and the grenade launcher appears to fire peas...*

Granted, the effort has been made to offer a workable two-player co-op mode (which is admirable, it's just a shame that it's soo jerky) and four-player deathmatches are always welcome, even if the multiplayer in question isn't the best we've ever seen. We just wish that Acclaim-London had provided some genuine marvel, such as the moment in Starship Troopers when the lone outpost is overrun by hundreds of alien insects. Just imagine that on the Dolphin… here's hoping for a bigger, better sequel, eh?

JES BICKHAM

pluses & minuses



- Fantastic bugs.
- Fast and frantic.
- Mission objectives.
- Great atmosphere.
- Brave co-op mode.

−

- Lame weapons.
- Fogtastic.
- Drab and plain visuals.
- Lacks sparkle.
- Jerky deathmatch and two-player co-op mode.

If you like this...

Body Harvest
Gremlin
N64/22, 91%
Ugly but great bug-blasting third-person action/adventure.



7 VISUALS
Clean and hi-res with the expansion pak, with some ace bugs, but often lacking in detail and colour.

7 SOUNDS
Military tunes, horrible bug-squeals and gunshots aplenty.

7 MASTERY
Impressive swarms of bugs, but shocking fogging.

7 LIFESPAN
A straightforward, if lengthy, main game and a flawed co-op mode and multiplayer game.

VERDICT
An enjoyable, if unspectacular, bug-fest that lacks the excitement of the *Turok* games.

76%

pluses & minuses

+

● Unintentionally hilarious.

–

● Incredibly repetitive.
● The laziest camera in the world.
● All of five fighting moves.
● No AI to speak of.

If you like this...

Xena Warrior Princess
Titus
N64/36, 81%
Superquick fighting in attractive 3D arenas. Much better.



5 VISUALS

Functional, but accompanied by that jaggedy PlayStation look.

4 SOUNDS

Curiously quiet, aside from a few appropriately meaty crunches.


4 MASTERY

An old, substandard PlayStation game.

3 LIFESPAN

We got tired of repeatedly punching people in the face after ten minutes.

VERDICT

Boring, boring, boring. Standing still and staring into the middle distance is more fun than *Fighting Force*.


26%

PREVIOUSLY IN N64 We reviewed *Fighting Force* on import in **N64**/36. It was rubbish then, too.



Your average NY subway journey.

Buxom, scantily-dressed ladies. How very original.

You can complete the game with just this one attack.

SWAT soldiers here. Not bellboys, as we initially thought.

THINGS ARE PICKING UP



Fighting Force's only redeeming feature is the ability to grab weapons, which are carelessly scattered on the floor of every area. Get your hands on a baseball bat or gun, and your opponents won't stand a chance. That's assuming you *can* pick it up, of course – you need to be standing in *exactly* the right spot to bend over and grab an item, and the painfully slow animation means you'll invariably be punched in the back before your hands reach the ground. It's all worth it, though, for the moments where one of your musclebound 'friends' gets a crowbar in the forehead.

FIGHTING FORCE

How do the bad guys manage to get in while the elevator is still moving?

Do not use the Force.

It's a *great* idea. Beefy fighters scampering around city streets and hotel lobbies, dealing out pain to the locals and knocking seven bells out of the scenery. It's *got* to be good.

Think again. *Fighting Force* takes this promising concept, dilutes it, and creates a repetitive, utterly tedious beat-'em-up that's about as welcome as another sequel to *Chameleon Twist*.

It works like this: a group of four baddies burst through a door and head for your fighter. You then have two choices: stand stock still and watch the confused enemies wave their fists from a distance, or perform one of your five (five!) moves – any of which is all but certain to floor your opponents immediately – kill the bad guys, then start all over again as another identical gang appears. And so on for 20 levels.

Like so many hideously poor N64 games, *Fighting Force* gave us plenty to chuckle about through our tears. Enemies wait patiently while you drink from a stray coke can. Characters lift wheels and rocks above their heads and strut about like dysfunctional robots. And the ability to break pieces of scenery is made unintentionally funny by the sight of your character kicking and punching at cars and walls, while your bemused opponents stand transfixed.

Fundamentally, Core are lazy developers. Problems like the stubborn camera and woefully small number of moves should have been fixed, and they should have known better than to entice the player along roads and paths, then stop them in their tracks with illogically-placed invisible walls.

Even if you feel the slightest spark of enjoyment from the pitifully poor fighting on offer – which *is* possible, mostly when there's a baseball bat in your hand – the lack of variation throughout *Fighting Force* quickly extinguishes it. Yes, the scenery changes – from elevators and subways to large street scenes – but the challenge remains the same throughout. Battling through to level 20 seems pointless when you'll only be facing exactly the same kind of idiotic enemies you found on level one.

A real *Superman* of a game, then. Avoid it like your life depends on it.

MARK GREEN

MASTERY *Like so many hideously poor N64 games, Fighting Force gave us plenty to chuckle about through our tears.*

INFO BURST

FIGHTING FORCE

FROM:	Core/Crave
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK: 10 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40



Enjoy full access to the Internet with the people who made it accessible in the first place. Enjoy it for nothing but the price of a local phone call. Enjoy Netscape Online.

100% NET. 100% FREE.*

In association with Future Publishing.

0800 923 0009

See cover CD or www.netscapeonline.co.uk/future

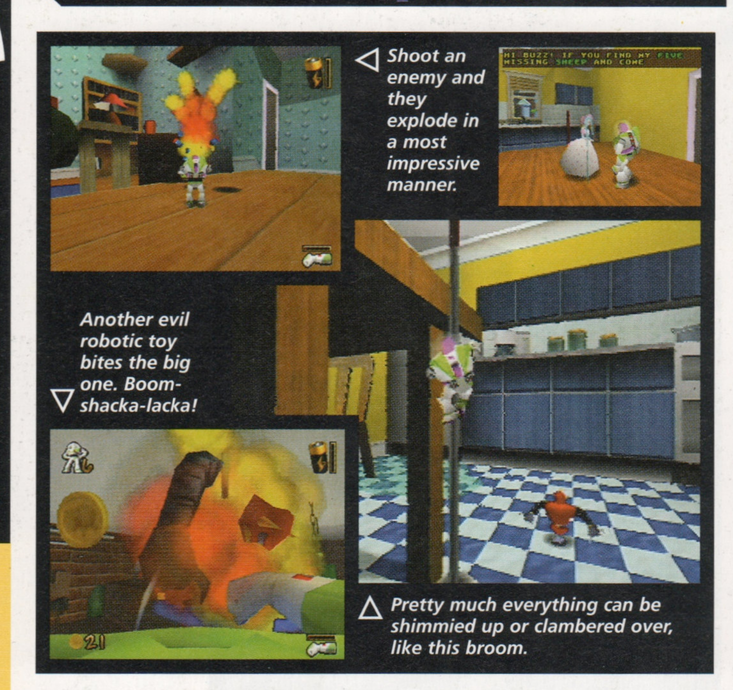
* Excludes phone calls charged at local BT rate. Technical Support charged at premium rate (50p per minute).



The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA

PREVIOUSLY IN N64 We haven't covered *Toy Story 2* before – but we have now.



Shoot an enemy and they explode in a most impressive manner.

Another evil robotic toy bites the big one. Boom-shacka-lacka!

Pretty much everything can be shimmied up or clambered over, like this broom.

TOY STORY 2

To infinity and beyond!

ROBOT RUCKUS

Head up to the attic, and you'll find this wind-up robot mini-boss. Unfortunately, he's apparently invulnerable to Buzz's attacks: laser shots simply pee-oing off into space, and the spin attack is equally ineffective. The secret? Let the mechanical dolt attack, then jump out of the way. After each attack, he'll wear himself out, leaving himself vulnerable for a couple of seconds. Use a charged-up laser shot when he's bent over and puffing, or get in close with a spin attack to 'put the hurt on'. Repeat the process several times and he'll keel over, earning you a prized Pizza token.





He's a tricky customer and no mistake.

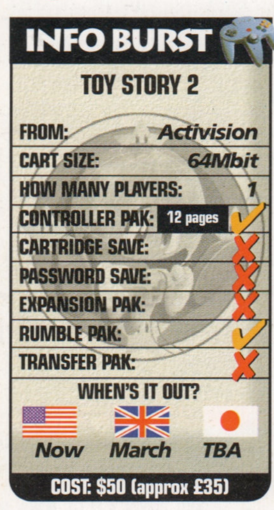


See? The lasers just bounce right off.



Best think of another tactic – and very quickly.





INFO BURST

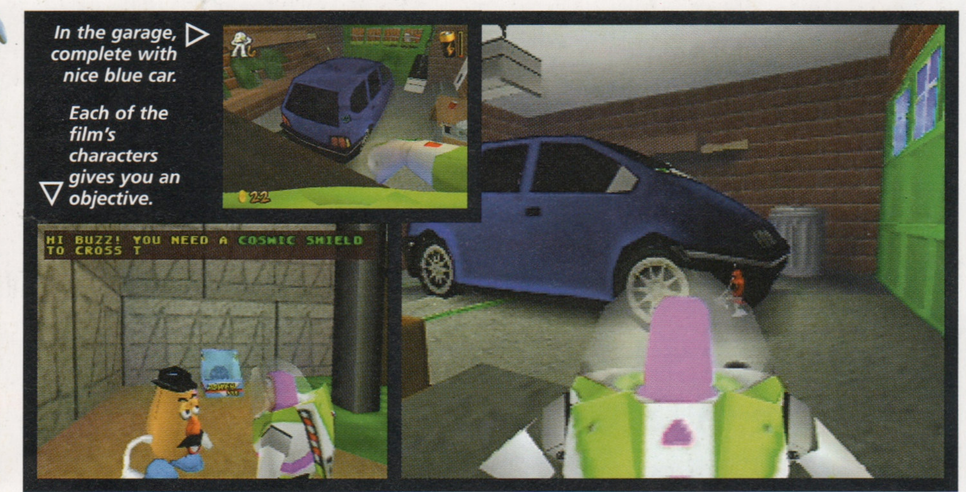
TOY STORY 2

FROM:	Activision
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	12 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	March	TBA

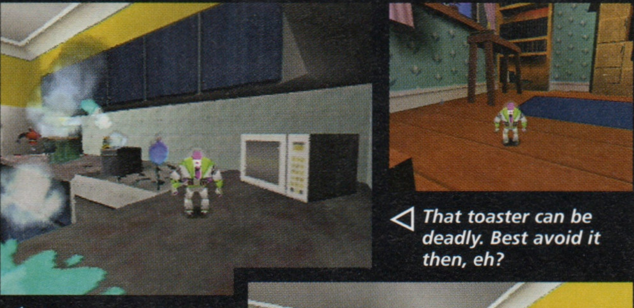
COST: $50 (approx £35)



In the garage, complete with nice blue car.

Each of the film's characters gives you an objective.





◁ The kitchen is full of hazards. Yoink!

◁ That toaster can be deadly. Best avoid it then, eh?

Some nice yellow walls, there. Time to call Changing Rooms! ▷

We weren't, it has to be said, expecting this to be anything more than a hopelessly nondescript 3D platformer, thrown at a high-profile film-licence. Much like *A Bug's Life*, in fact, which took a wonderful film and turned it into one of the poorest excuses for a game we've seen for quite some time.

Happily, though, whilst it isn't going to put anyone off buying *Donkey Kong 64*, *Toy Story 2* has actually turned out to be quite a pleasant little number. And, that it comes from Activision, the people also responsible for *A Bug's Life*, is heartening indeed, as it seems they might have learned their lesson.

Closely following the plot of the film (due to be released here next year, and currently garnering rave reviews in America), the game sees you – as Buzz Lightyear – embarking on a quest to rescue floppy cowboy Woody. And, rather than the tiny, linear levels seen in the appalling *A Bugs Life*, *Toy Story 2* sports wide open areas containing a variety of activities – and all in an evocative, *Micro Machines*-style environment.

The first level, set in Andy's house, features a variety of rooms, complete with furniture to be shimmied up, spring-loaded cushions and a pair of scales that can be used to launch yourself to the highest of cupboards. Later levels take you outside into the garden, and beyond. Buzz himself can double jump (via his backpack-mounted wings) and has a nifty arm-mounted laser, which comes with a handy lock-on device, and can be powered-up through several stages.

LIFESPAN

There's even the odd voice sample from the film, including our favourite, Mr Potato Head.

It's entirely unoriginal, of course, but *Toy Story 2* is competent and playable, with proper analogue control and a camera that, even if it has trouble keeping up with the action, centres behind Buzz pleasingly quickly. There's even the odd voice sample, from the film's main characters, including our favourite, Mr Potato Head.

Certainly, later levels in the game do tend to repeat activities that you've already done – racing the RC car, collecting various objects, from sheep to plastic soldiers, and so on – but there's a moderate level of invention here, in turning everyday domestic features into obstacles and puzzles.

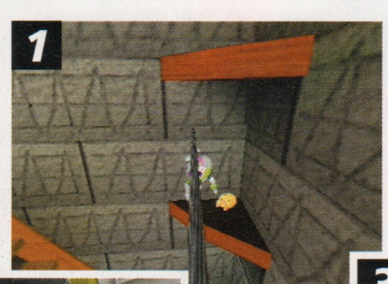
Indeed, it's only the introductory series of stills, snapshots half-heartedly taken from the PlayStation's FMV cut-scenes, that *really* rankle. Other than that, this is an enjoyable little adventure, undemanding but well-constructed, complete with a sprinkling of the film's charm. It's probably more suited to the younger player, but *Toy Story 2* is still a sweet little surprise.

JES BICKHAM

SHEEP SEARCH

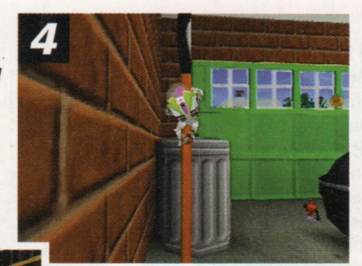
'Little' Bo Peep (if that *is* her real name), has, predictably, lost her sheep. And – get this! – it's up to you to find them. There are five of them dotted around Andy's house – and here's where they are hidden.

1 On the shelf by the bottom of the stairs. Climb up to the top shelf and abseil down the rope to get it.



2 In the kitchen. Again, get up to the top shelf, push the kitchen scales down on the sink, and then use them to propel yourself up to the errant sheep.

3 In the living room, use the armchair to spring your way up to the corner shelf. Then simply hop along the bookcase to find your fluffy friend.



4 Tricky, this. In the garage, make your way around the side via the swing-bars and broom-handles, to the top corner. Baa!

5 In the attic, push the box, jump on to the see-saw plank and make your way across the rafters in the roof, jumping across the nails. Plum.



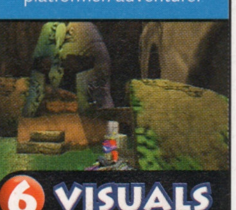
pluses & minuses

+
- Fairly well-designed.
- Mildly enjoyable.
- Buzz Lightyear!

–
- Quite simple.
- Nothing new.
- Terrible static-photo intro scenes.

If you like this...

Rocket: Robot on Wheels
Ubi Soft
N64/36, 88%
Splendidly original – and smashingly fun – 3D platformer/adventure.



6 VISUALS
Colourful and solid, but a little fuzzy, betraying its PlayStation origins.

6 SOUNDS
Usual effects and that Randy Newman song ("You've got a Friend in Me", or whatever it's called).

6 MASTERY
No pop-up or fog, and a competent 3D engine, but this is still basic.

6 LIFESPAN
Nothing too taxing for the experienced gamer, although younger folk will find plenty to do.

VERDICT
A pleasant – and surprisingly accomplished – 3D platform adventure, based on the upcoming film. Undemandingly enjoyable fun.



PREVIOUSLY IN N64 We reviewed the Japanese version of *Pokémon Snap* in **N64**/29.

QUALITY CONTROL
Now that *Pokémon Snap* is in a language we understand, the scoring system used by Dr Oak for your snaps is much clearer. He'll only reward photos where the monster is close and in the centre of the image, and he *loves* to see a Pokémon doing something unusual (such as Meowth's unique 'dance'). He's not afraid to give you a stern telling off, either. "I expect better work next time," is his response to a poor photo. Blimey.



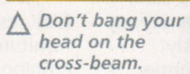


△ A gathering of Charmanders, captured on film by a photographer with asbestos pants.

Meowth crosses his legs and tries to avoid disgracing himself in front of the papparazi. ▷

Buggy Boy

Todd's yellow buggy is a multi-faceted beast. It starts the game riding on wheels, which is perfect for the first two world's meandering, railway-like tracks. Later, though, Todd can open gates and blow up walls to uncover the rest of the game's levels, at which point the buggy transforms into an aquatic or hovering craft depending on the environment. Handily, you can weave the craft left and right on water or in the air, allowing Todd to get a more Oak-pleasing pic of rare Pokémon, and there's a speed boost power-up available later in the game that lets you give chase to frightened monsters.



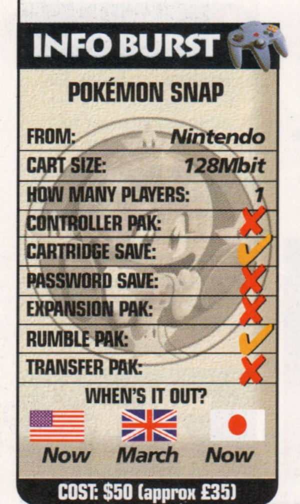
△ *Don't bang your head on the cross-beam.*

Now we can understand what the Prof was trying to tell us. ▷



POKÉMON SNAP

It's the N64's first point-and-click adventure.



INFO BURST

POKÉMON SNAP	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	March	Now

COST: $50 (approx £35)

Good old Nintendo. Any other company would have used the epidemic of Pokémon fever to churn out as many cynically unimaginative cash-ins as possible. The Big N, though, find it impossible *not* to innovate with every release, and the result for N64-owning Pokémon fans is the wonderfully imaginative *Pokémon Snap*, which has now arrived on American shores.

Rather than this being another adventure for *Pokémon Red/Blue*'s Ash, *Pokémon Snap* stars Todd himself, who popped up in the 'Pokémon Paparazzi' episode of the TV show. Starting out with a camera and a bag full of apples, his apparently simple quest is to photograph Pokémon Island's cuddly inhabitants in the wild for dear Dr Oak. The good doctor won't let people trample the delicate grasses, though – Todd uses a little buggy to get around, which rolls along a predetermined path through the picturesque levels.



△ *What a picture! Oak will go weak at the knees when he sees this beauty.*

If *Pokémon Snap* had to be shoe-horned into a category of games, then, it would be shoot-'em-ups – swinging your sights and pressing fire when something wanders into view makes *Pokémon Snap* similar to first-person, on-rails shooters like *Knife Edge* or *Jet Force Gemini*'s 'target range' multiplayer. *Unlike* those two games, though, *Snap* doesn't become repetitive after a few trips along its fixed paths. Pokémon Island is brimming with lush forests, shimmering lakes, foreboding caves and bouncy, cuddly Pocket Monsters, making it a place that's hard to tire of seeing again and again.

Sadly, *Pokémon Snap* is sorely lacking actual Pokémon, as only 63 monsters – of the 151 in existence – are running free on

WALKING WITH POKÉMON

Pokémon Island brings the magnificent Pokémon to life before your very eyes. With a voice-over by Kenneth Branagh.

Koffing Attack

"The cuddly Jigglypuff floats across a gaping chasm, but her pink hue makes her vulnerable to attack. She is right to be wary. No more than a few metres away, shaded by jutting rocks, lies a Koffing. Almost two metres high, Koffing's Smog attack makes him a formidable foe. Jigglypuff will prove no match for him."



Flying Beasts

"As the sun sets slowly over Pokémon Island, a flock of Pigeotto soar over the Pokémon plains. An infant Meowth, still too young to appreciate the threat the birds pose, gives chase. The Pigeotto toy with him for a time, then see him off with a Whirlwind attack. This is the Pokémon way."



River Raid

"As the temperature rises on the island, the Pokémon head to the lakes to find water and shade. A herd of Poliwags dive into the cooling waters. With a propeller-like tail, the Poliwag is an adept swimmer. But, as ever, danger lurks close by, as the grotesque head of a Psyduck emerges from the surface."



Shock Tactic

"Deep in the maze-like caverns of the island, an Electabuzz lies, bruised and dazed from an Electrode attack. At over 147 pounds, Electrode is one of the heaviest creatures ever to walk Pokémon Island. His size gives him formidable explosive power. The Electabuzz will learn well from this confrontation."





◁ Being an electric monster, Pikachu has nothing to fear from this Electrode.

What a lovely scene. Pika surveys the gate in the misty distance and all is well on Pokémon Island. ▽

So that's what it was called! We'll give it a bag of oats and a couple of sugarlumps if it's very, very lucky. ▷

△ Oak has some pretty strange ideas when it comes to rating your pictures.

△ Doduo – two brown Chupa Chup lollies stuck in a ball of plasticene.

Pokémon Island. Still, they're all the best ones (you won't catch sight of Mr Mime or Machamp), and they've been impeccably translated into 3D, making seeing the little blighters running, yelling and interacting with each other a heart-warming experience. Laugh as Meowth chases Pigeotto, chuckle as Pikachu rides a Voltorb, and – in the cutest moment in game history – wipe away a tear as a tribe of six Charmanders, lured by the smell of apples, come scampering over a distant hill and peer inquisitively into your camera.

With the harsh-but-fair Dr Oak only satisfied with pictures of rare or unusually-positioned Pokémon, you'll need to point your snapper at every inch of Pokémon Island to earn big points. This is precisely how *Pokémon Snap* prevents photo trips becoming repetitive – there's always a new Pokémon to find through judicious use of apples or Pokéflutes, a better pose to capture of an existing Pokémon, or a whole group of monsters to discover when you've so far only seen one. It's pleasingly tricky, too – juggling the camera, apples, Pokéballs and Pokéflutes is a real finger-twister.

LIFESPAN **You'll need to point your snapper at every inch of Pokémon Island to earn big points.**

As you'd expect from Nintendo, *Pokémon Snap* is more of a 'package' than a game, overflowing with bonuses and secrets. There's a secret stage where Dr Oak asks you to take pictures of scenery that resembles rare Pokémon, a hidden level featuring an ultra-rare monster, and a photo album that's begging you to fill it with your favourite pics. In America, *Pokémon Snap* players can even take their cart down to a Blockbuster video store and have their snaps printed out as stickers – something that we're praying will happen when the game's released over here.

Inevitably, you *will* tire of re-visiting the same areas of Pokémon Island, which is why that score in the corner isn't quite nudging the 'Star Game' mark. But as an original, exciting game from Nintendo's magic factory – and, of course, a title starring everyone's favourite fighting monsters – it's irresistible.

MARK GREEN

pluses & minuses

+
- Totally original.
- Packed with loveable, 3D Pokémon.
- Pokémon Island is gorgeous.
- Hidden extras and bonuses to keep you going.

–
- Only 63 monsters.
- Relatively few hours of actual game.

If you like this...

Pilotwings
Nintendo
N64/1, 89%
Quirky sky-based title with similar picture-taking missions.



8 VISUALS
The 3D versions of the various Pokémon are perfect.

7 SOUNDS
Twee tunes in the background and Pokémon yelling out front.

6 MASTERY
Impressive visually, but it's effectively a simple on-rails shooter.

8 LIFESPAN
It *will* eventually wear thin, but until then photographing monsters is compulsive.

VERDICT
Innovative, challenging and guaranteed to bring a smile to your face.



INFANTRY







REAL COMBAT. PLASTIC MEN

ARMY MEN SARGE'S HEROES



3DO™

www.armymen.com


The videogame magazine
Arcade
DONKEY KONG 64
Reviewed and tipped – it's up there with Zelda 64. Can five apes revive Nintendo's fortunes?
DK
The videogame magazine
Arcade
PlayStation Nintendo 64 Game Boy PC Dreamcast
YOU'LL BE BUSTING FOR A SLASH!
SOUL CALIBUR
THE BEST DREAMCAST GAME YET! REVIEWED, TIPPED AND MORE
XMAS CRACKERS
The gear of the year: Santa's sack spilled for your pleasure
DONKEY KONG 64
It's up there with Zelda 64. Can five apes revive Nintendo's fortunes?
FIFA 2000
The beautiful game returns
59 NEW GAMES REVIEWED INSIDE!
PLUS! GRAN TURISMO 2 8-PAGE SPECIAL
Issue 14. On sale Monday 6 December.
Future PUBLISHING

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

This month's top guide:

SUPER SMASH BROS

Hints, tips, and more secrets than you can shake a stick at! 90


Club 64 MAILBOX This is your chance to say your piece. 86

HOW TO... Smash 'em all in... Smash Bros 90

HOW TO... Unleash some whup-ass in... WWF Wrestlemania 2000 94

TIPS EXTRA The latest tips for the most recent releases. 98



What seems to be the problem then? Dr Kitts will fix it. 103


GAME ON You want more challenges, do you? Do you? 104

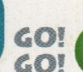
I'M THE BEST The standards are set. Now it's your turn. 106



Boy it's getting crowded in here! But there's still room for plenty more. 110


DIRECTORY Christmas money to spend? Check here first. 114

BACK ISSUES & SUBSCRIPTIONS 122


GO! GO!


Club 64 MAILBOX

Club 64, N64 Magazine,
30 Monmouth Street,
Bath BA1 2BW
Fax: 01225 732341,
e-mail:
n64@futurenet.co.uk

Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (LMP 0800 0813061).
All other letters printed win a prized **N64** badge!



Link's hair, Ganondorf's castle, too many Dark Souls and a misquoted Pikachu. It must be the first letters page of the new millennium!

STAR LETTER

'Little confused'

Enclosed is another example of just how much the world knows about games. When was the last time you heard Pikachu say, 'Is that you?' I think Woolworths are getting a little confused as to what exactly makes up Pika's vocabulary.
David Clack, Kent

Interesting. We've actually got one in the office, and ours says 'Booyakka!' and 'This one goes out to all the Pokémon ladies.' Incredible little mouse, he is. **Ed**



Correction corner

Speling mistaces that we dun...

I was reading issue 32 of **N64** Magazine when I spotted a mistake in one of the captions. In the *WWF Attitude* review it said, 'Calo's banana-shaped special was a hit with the ladies'. Maybe, but the wrestlers in the pic were The Undertaker and D'Lo Brown, not Calo.
Daniel Vowles, Swindon

Even so, Calo's banana-shaped special was still a hit with the ladies. **Ed**

On page 115, in the 'Games for Life' chart, number four is *Mario Kart*, but above it is a picture of *Diddy Kong Racing*, with Diddy taking on Wizpig. What's going on, then?
Richard Parkes, Essex

Er, nothing? **Ed**

In your Game On section in **N64**/35, there are two *GoldenEye* challenges. But someone put the same picture that's in 'Gormless Guards' in with 'Tag Tournament'. Own up.
David Hartley, Preston

Will do. (When Hell freezes over, that is.) **Ed**

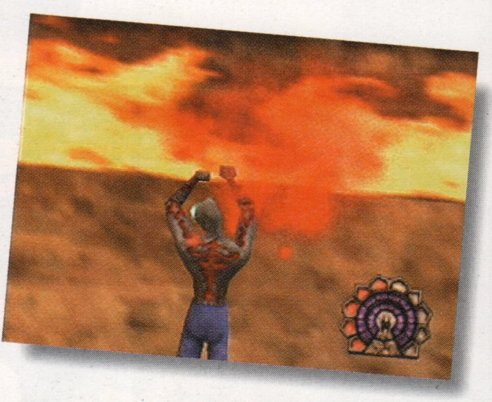
In **N64**/34, you explained how *Perfect Dark* had slipped to April, but the game was still marked up for December in your Ultra Release List. Looks like you didn't quite 'polish off'.
Andrew Cullen, London

Looks that way. **Ed**

'Strange thing'

The other day I was playing *Shadowman* and noticed a strange thing. While I was on the pause screen checking to see if I had collected everything, I saw that I had 122 Dark Souls. The game itself states that there are 120 Dark Souls, so where have those extra two come from?
James McDermott, Australia

Ah, yes. It would seem that, despite believing they'd put 120 Dark Souls into the game – hence it being in the instruction booklet – Acclaim actually, unwittingly, put in a few more. We're not exactly sure how many, though most **N64** *readers who've completed the game seem to be up around the 122, 123 mark. So, it would seem that, even with 120 Dark Souls in your collection, you haven't technically completed* Shadowman. *Beaut.* **Ed**



120? 121? 122? Seems Shadsy's not too fussy about the numbers.

'Burgundy'

Have you noticed that Link's hair colour is different in every game he's appeared in? In the first *Zelda* game he had brown hair, in the second he had green, in *Zelda 3* it was purple, in *Zelda DX* it was black, while in *Zelda 64* it was yellowy orange. Will it never stop? Maybe his hair will turn blue in the completed version of *Gaiden* and burgundy for Zelda on the Dolphin.
Ruben Larsen, Norway

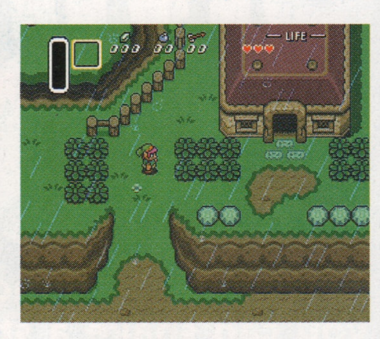
Maybe, but we'd rather see a nice shade of 'Autumn Rouge'. Andrea uses the same colour and it looks a real treat. Okay, so it also glues her hair to her scalp, but you can't have it all. **Ed**

'Speechless'

I was staying in a Forte Posthouse hotel in Bristol recently and went for a day trip to Bath. And, just one road away from the river, near the car park, I saw Martin Kitts about to cross the road. I was speechless. For



The black-haired Link in Zelda DX. Black because it's, er, a GB game.



Purple rinse Link during his time as a New Romantic. Sweet as a nut.



A Pokémon download site? Could be interesting, that. Very interesting indeed.

the rest of the day my brother and I were walking around the streets of Bath shouting, 'Kittsy!' and 'The Kittster!'.
Thomas Jones, Upminster

Oh, he mentioned about that. He was taking care of some business down at the river when he saw you looking on. What was it he said? Something about 'making a mental note of your faces' and 'hunting you relentlessly for the rest of your days'. Something like that. **Ed**

'Networked'

It seems like the sort of thing they're already doing with the 64DD in Japan, but with the Dolphin's Internet capabilities, couldn't Nintendo set up some kind of central site where you could download rare Pokémon like Mew? Around about the time *Gold* and *Silver* come out here, the Dolphin should already be out, or just about to come out, meaning it would be a perfect opportunity to combine the two. You could also have networked Pokémon fights.
Sean Tamworth, Birmingham

It's just the sort of thing Nintendo will already have thought of. The 64DD is doing networkable things already, but not to the same degree, so a central Pokésite would be a fantastic way to introduce the Internet capabilities of the next machine. Imagine being able to up the levels of your monsters and then battle gamers all over the world with your powered-up Pikachu. One of the interesting things the 64DD is doing is allowing Japanese gamers to download demos of new N64 games. This is a brilliant idea, and might even lead, on the Dolphin, to gamers being able to download new versions of Pokémon games when, and if, they appear. **Ed**

'Proximity'

Whilst playing a *GoldenEye* deathmatch recently, I came up with an idea for *Perfect Dark*'s multiplayer mode. Wouldn't it be great if each player had a set of headphones which could plug into one of the four sockets in the N64, allowing each character to hear different things depending on their proximity to the spot where the action is taking place? It'd be personalised sound, something that would enhance games no end. If not *PD*, then how about Dolphin?
Bruce Broughton, e-mail

Excellent idea. It would certainly be an interesting extra on a Dolphin shoot-'em-up, and also the next Mario game, as it's likely to feature Mazza and Luigi in a two-player co-operative mode. Fighting Bowser with two sets of sound effects going off would be astonishing. **Ed**

'Went crazy'

On a recent visit to my local Game store, I got talking to one of the staff. When I asked him what N64 games were coming out he burst out laughing. As a loyal N64 owner, I asked him if he prefers plain graphics or just hates four player games. Seeing that he was losing the battle he quickly told me that he preferred 32 players on his PC. When I told him about the reliability of PCs and told him they crash and have bug-

DREAM ON

Close your eyes, rack your brains and think...

CHAT SHOW BOUNCER 64

You are the director of a chat show in the Jerry Springer mould, and the aim of the game is to finish the show with the maximum amount of injuries to the guests involved. As director you control between two and eight bouncers, and the beauty of the game is that you can 'lay one into' your guests if they get out of control. Each bouncer has a different personality, though, so some will want to protect instead of fight, but the more injuries you create, the more points you get. For example, when the guests rush backstage after being told a secret, you have to rush after them and deck them, nick their wallets and then send them back.
Richard Gullick, Dudley

So, not so much chat show bouncer as chat show thug, then? **Ed**

GIRLFRIEND GO GO!! 64

In this localised translation of one of those weird Japanese girlfriend simulators, you start as a girlfriendless teenager whose job it is to get together with one of your female classmates. There are over 25 to choose from, each with different personalities, and that means you have to choose the right chat-up line for the right girl. Some, the sort who hang around outside M&W stores and petrol stations, require lines like 'I've got some kickin' tunes in my XR2' while other girls, who love their Mums and go to bed after Eastenders, might respond well to 'Did you see S Club 7 on Top of the Pops at the weekend?' There would be over 750 individual questions and answers, and, once you became good at it, you could progress onto movie stars.
Barney Richards, London

PETROL STATION
'I've got some kickin' tunes in my XR2'

Girlfriend Go Go!! 64. Obviously she's not too impressed with your XR2. Miserable old cow.

Sounds better than a real girlfriend, that. At least if we turn up at M&W and she gives you the cold shoulder you won't look like a fool in front of anyone. Except, perhaps your girlfriend who's looking over your shoulder and wondering why exactly you bought this game. **Ed**

GO! GO!

BONUS LETTERS

I'd settle for a year's supply of Scotland's finest haggis.
Mike Rinco

You and me both. **Ed**

Thanks for listening.
Daniel Sage, Aylesbury

My pleasure. **Ed**

I have to get something to sedate Mr Fez.
Alex Howard, Doncaster

A copy of Carmageddon? **Ed**

What's happening to value these days?
Ronald Helyar, Glasgow

Don't even get me started on that. **Ed**

I must be kidding.
Haytham Magdi, London

Must be. **Ed**

You feel as if you are really committing homicide.
Joe Coles, London

Perfect. **Ed**

Stop me if I'm wrong.
Nic Wharrier, Lancashire

Already have. **Ed**

It seems to have escaped you.
Adrian Miller

Actually, we managed to tranquilise it. **Ed**

Jes camped it up very nicely on the E3 video.
Matthew Prior, Great Yarmouth

He didn't have to try very hard, let me tell you. **Ed**

My Dad just lost a Grand Prix.
John Kendall, Bishop Stortford

Engine problems? **Ed**

Pokémon? It's rubbish!
Michael Reid, Whitby

Mentalist. **Ed**

It was like getting married to Bianca from Eastenders.
Oliver Wright, Cornwall

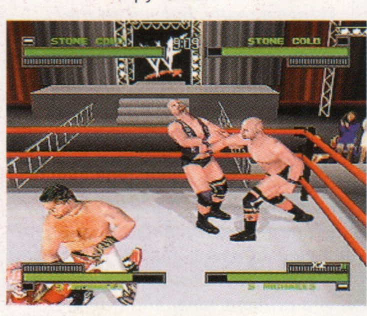
Surely not. **Ed**

ridden games he went crazy and shouted at me, 'My PC is crap!' then promptly banned me from the shop.
Robaldo, Harrow

Um. **Ed**

'Leeds'

During half term week I went to Leeds and searched in five games shops for a copy of *WWF Attitude*. When I finally asked the assistant where I could find a copy, he told me Acclaim had lost the licence which meant they could only keep the game on sale for two months. So, the only way I'll now find a copy is in a second hand shop. What's all that about, then?
Rob Spokes, Chepstow



WWF Attitude. Appeared for about as long as Stiltskin. Still, top game.

Ah, well, here's a story: about halfway through the development of WWF Attitude, Acclaim lost the WWF licence to THQ (who, in turn, lost their WCW licence to EA), which meant they had to finish the game and get it on sale before the middle of October when the licence ran out. Which they did. Just. See, they managed to get the game into the shops by September, and achieve the number one spot in the All Format Top 40, but only for a couple of weeks. By the time most people actually realised it was out, it had to be pulled off sale because Acclaim could no longer parade the WWF licence as their own. Fortunately, they foresaw just such a problem and absolutely flooded shops with copies of the game so, theoretically, it shouldn't be too hard to get hold of a copy. That still doesn't make it any less of a pain, though. **Ed**



The castle that looks like the castle from Zelda. Sadly, Fred didn't tell us where this castle actually is.

'Castle or what'

How about this?! I have included this photo as part of your places-that-look-like-places-in-games compo (or whatever it was called). Does this look like Ganondorf's castle or what?
Fred Riding, Surrey

The best likeness we've had yet. Even the houses around it look like the houses in Zelda. **Ed**

So tell me this

1. What's happening with Rare's Mickey Mouse licence, then?
2. What's it all about?
3. Eurocom's *The World is Not Enough* sounds interesting. Any more details?
Simon Stainrod, London

1. A racing game, called Mickey's Racing USA, will be released at Christmas next year along with Nintendo's Zelda Gaiden and Acclaim's Turok 3. Should be a bumper end-of-2000.
2. Well, it's a Rare game so it's not exactly furnished with details, but we suspect it'll use an updated version of the DKR engine. Question is, can they make it different enough?
3. Nope. We tried our darndest to badger developers Eurocom, but they're sworn to secrecy. All we know is that it'll be a first-person shooter, probably using the Zero Hour engine.

I'm a big fan of *Command & Conquer* on the N64 and was wondering if *C&C* sequels, *Red Alert* and *Retaliation*, might be possibly coming out? *Red Alert*'s already been on the PlayStation.
Danny Bowers, Isle of Wight

Not as far as we know. The first game sold pretty well, though, so there might be incentive for Nintendo to commission a second game, perhaps a mixture of the two. That'd be nice.

1. Any news on *1080° 2*?
2. How fast will the Dolphin's DVD's load?
Eric Towner, Coventry

1. Not really. The team behind it are still working on Dolphin projects. It's looking increasingly unlikely that 1080° 2 will ever make it out on the N64, but with Dolphin technology now up and running at Ninty HQ, it's a real possibility that it might appear on that.
2. Significantly faster than CD's, but slower than cartridges. It's rumoured that the Dolphin discs will be optimised to prevent long loading times, but it still won't be N64-quick.

1. What's the Transfer Pak?
2. Is the Action Replay the same as the Equaliser?
Radley Stuckey, Paignton

1. Another name for the Game Boy Pak. It's a device that allows you to swap info between N64 and GB games. You'll see how useful it can be when Pokémon Stadium arrives.
2. Interesting question. We're not sure. It would seem the differences are minimal, if there are any. Both allow you to input codes, both allow you to generate them, but the Action Replay cart has a PC connection, while the Equaliser doesn't. That's about it.

1. When is *Toe Jam and Earl* coming out?
2. Any news on *Driver*?
Stephen McGrane, Dublin

1. We don't even know how far into development it is. Watch this space, though.
2. Nope. Developers Reflections were only researching the possibility of a Driver 64.

HOW TO... smash 'em all in SMASH BROS

by Jes Bickham

WHAT WE SAID



We reviewed *Super Smash Bros* in issue 36 and this is what we concluded:

"A truly original beat-'em-up which offers unrivalled enjoyment."



Need some help with Nintendo's ace beat-'em-up? Need no more...

We've had *Smash Bros* in the office since February, when it was released in Japan, and we're still playing it now, just days before the long-overdue PAL release. It's a revolutionary, and absolutely top-hole, beat-'em-up-cum-platformer, and we love it to bits. So, seeing as you should now be able to get your hands on it, we thought it time to share some tips with you. Enjoy!

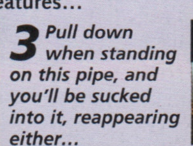
HOW TO... get the Classic Mushroom Kingdom

This is a tremendous *Smash Bros* secret. Complete the game with *all eight* original characters (none of the secret ones) under normal difficulty, with the lives set to three. You're allowed to continue, so don't worry about losing the odd match. Once you've done that, the Classic Mushroom Kingdom will be available for you to play on. Here are just a few of its more intriguing features...



1 These platforms in the middle will only suspend you for a second or so, before plummeting to the ground.

2 This POW block (remember them?) will appear randomly throughout the level. Hit it and your opponents will take a damaging knock.



3 Pull down when standing on this pipe, and you'll be sucked into it, reappearing either...

4 Here, in relative safety...



5 ...Or here (not very helpful at all).



6 Watch out for these piranha plants, though.

Bonus characters

There are four secret characters in *Smash Bros*. Here's how to get them...

CAPTAIN FALCON

Complete the game – on any difficulty setting – in under 20 minutes. Once you've beaten the Big Hand boss you'll be able to fight Captain Falcon. Beat him and he's yours.





△ *Captain Falcon – not bad for less than 20 minutes work.*

Info: Captain Falcon, of course, pilots the Blue Falcon from *F-Zero*. His moves are fairly limited but those he does have are quite powerful. Best in close combat.

Move o' choice: Falcon Kick (Down+B).
A quick and powerful, flaming move. Can be used in mid-air.

LUIGI

Complete the Bonus 1 Practice game with the eight original characters and *one* bonus character (i.e., Captain Falcon). You'll then get the chance to fight Luigi – beat him and he'll become a playable character.



△ *Luigi clenches his fists and prepares for an almighty leap.*

Info: Mario's underachieving brother, of course. He's much the same, but can jump higher and further and his fireball shoots in a straight line, rather than bouncing.

Move o' choice: Thunder Punch (Up+B).
You'll have to get *right* next to someone with this, but it'll send them flying.

JIGGLYPUFF

Simply complete the game using any character, on any difficulty level, and with any number of lives. You'll then fight Jigglypuff (except, of course, if you beat the game in under 20 minutes, in which case you'll fight Captain Falcon if he's not already unlocked).

△ *One for the girls, maybe. Jigglypuff is extremely pink.*

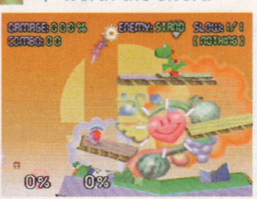
Info: Pink, puffy Pokémon with a lovely singing voice. Jigglypuff has limited moves but uses a flying jump much like Kirby's.

Move o' choice: Lullaby (Up+B).
Send your opponent to sleep then knack them while they're dozing.

NESS

Complete the game on Normal difficulty, with three lives, *without* continuing. Defeat Ness after the credits.





▽ *Ness is tough to get, but he's certainly worth the effort.*

Info: A fairly obscure character this; he's the hero of SNES RPG *Earthbound*. However, he's powerful once you've got used to him, with a variety of magical and electrical attacks.

Move o' choice: Yo-Yo (Up+B).
This electrically-charged yo-yo can be directed with the analogue once fired. Handy for platform-heavy levels.

FANCY DRESS

Every character in the game has an alternate costume, and it's dead easy to get them. At the character select screen, simply tap one of the C-buttons to get up to four different costumes. Most are simply colour variations (although one of Mario's makes him look just like Wario), but Pikachu comes with a selection of different party hats to wear. Bless.



Quick tips on the other characters

SAMUS

***Metroid*'s bio-suited space warrior returns!**

● You can charge up Samus' **Gun Shot** by holding **B** – once charged, you can move around and fire whenever you want, until you're hit.



● Samus' **Flame Shot** is a tricky move, but another that can be used whilst jumping. Push up diagonally on the analogue and press **A** for an 180° degree fire-sweep.

DONKEY KONG

The star of *DK64* is back – he's big and very strong!

● Much like Samus' Gun Shot, Donkey Kong's **Power Punch** can be powered up and then used any time until you're hit. DK can also use this to punch out the Pokémon that appear on Pikachu's level...



● You can 'juggle' opponents with DK's **Hand Slap (Down+B)**. Knock them in the air and slap them on the way down again until they escape.

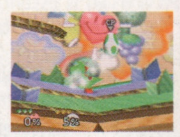




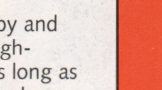
YOSHI

Everyone's favourite squeaking dino, now with egg-pooing action.

● Yoshi's **Egg Eat** can, like DK's Hand Slap, be used for a rather cheap victory. Eat the enemy, then slurp him up again as soon as he breaks out of the egg.



● Yoshi – along with Kirby and Jigglypuff – is the best high-jumper in *Smash Bros*. As long as you don't get too damaged, you shouldn't have much trouble getting back onto the stage.



GO! GO!

EXTRA POINTS
To get an extra 100 points on each level, simply do the following: press L for a character taunt just as your opponent is about to die. If your character is in a taunt when the camera zooms in for the scores, you'll get the extra points. Also note that whilst the taunts don't do anything for most characters, Kirby's allows him to revert back to his normal self if he's currently in his 'absorb' state.





Team 64's tips

Just like in *Mario Kart*, you'll soon settle on your favourite character in *Smash Bros*. Here are our favourites and some game-winning tips.

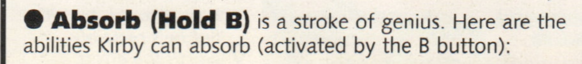
KIRBY (Tim)

The genius of Kirby is that he's just so versatile – and the character of choice in the US and Japanese *Smash Bros* championships. He's got two devastating attacks of his own, and when he's 'eaten' someone he gains one of their own special abilities, meaning that he has access to nearly all of *Smash Bros*' most powerful moves.



- **Stone (Down+B)** is a wonderful move if you can get above someone, as you'll land on their head as a block of, yes, stone. Ouch! You're also impervious whilst stone.

- **Stone Cutter (Up+B)** is also devastating. You can tack it onto the end of a jump for extra height, but its real strength comes when Kirby whacks his sword on the ground, sending a shockwave that'll send enemies flying; a great way to chuck opponents off the edge without having to get close enough to throw. However, if you do get close, you can hit as you go up, and then again as you hit the ground.



- **Absorb (Hold B)** is a stroke of genius. Here are the abilities Kirby can absorb (activated by the B button):



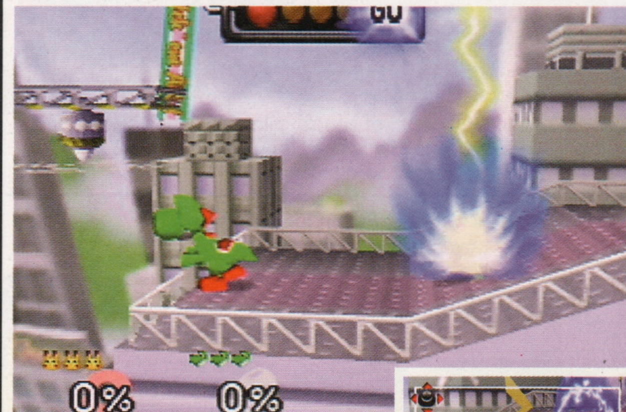


Donkey Kong – **Power Punch**
Jigglypuff – **Swift Punch**
Mario – **Fireball**
Yoshi – **Egg Eat**
Luigi – **Fireball**
Link – **Boomerang**
Samus – **Gun Shot**
Captain Falcon – **Falcon Punch**
Ness – **PK Fire**
Fox McCloud – **Laser**
Pikachu – **Thundershock**

PIKACHU (Martin)

Apart from being the cutest thing ever, Pikachu is one mean yellow fighting machine. His superior speed means he can evade most attacks and nip in with quick counters and devastating thundershocks. He also wears a nice pointy hat for his alternate costume.

- If anyone's foolish enough to try jumping towards you, charge a **Thundershock bolt (Down+B)** to blow them away when they land. Works a treat on opponents on higher platforms too.





- The **Thundershock Projectile (B)** crawls down walls, so it can be used to knock enemies off the edge of the arena if they're hanging on by their fingertips.



- Use the **Speed Dash (Up, Left or Right+B)** when in mid-air to escape from sticky situations. You can perform at least two dashes in different directions.



- Pikachu is excellent at throwing. Use his strength to chuck opponents over the edge, then keep them at bay with electricity until they fall to their doom.

FOX McCLOUD

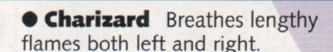
The gentlemanly space adventurer gets fightin'. No Slippy Toad, thankfully.



- Fox's **Energy Shield (Down+B)** is essential as it deflects projectile attacks (Pika's lightning, Link's Boomerang, etc.) back at the owner at *double damage*.

- Fox's **Fire Punch (Up+B)** can be directed as it's charging by quickly moving the analogue stick in the required direction. Handy, that.

POKÉMON



Brilliantly, the Poké Ball power-up unleashes a randomly-chosen Pokémon to whup your enemy with (they won't hurt you, so it's best just to stand right by them when they're doing their stuff).

- **Beedrill**
One appears, flies off, followed by a swarm of the critters.



- **Blastoise**
A short-range attack, Blastoise hits close-range enemies with a water-cannon.

- **Chansey**
Throws eggs, which sometimes contain extra power-ups.

- **Charizard** Breathes lengthy flames both left and right.





- **Clefable**
Will copy another Pokémon's attack.

- **Magikarp**
Simply flops around uselessly. Not very useful. At all.



LINK (Jes)

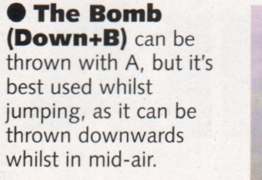
Link is one of *Smash Bros'* easiest-to-use characters, but also a devastating force in an experienced player's hands. Whilst his main strength is his close combat sword attacks, he also has a variety of ranged attacks, and is generally very quick.



● **Link's Sword Spin (Up+B)** is devastating, but he takes a second or two to recover from it, allowing quicker characters like Pikachu to get a hit in. This is best used for mid-air combat, or leaping and hitting characters on higher platforms.

● **The Bomb (Down+B)** can be thrown with A, but it's best used whilst jumping, as it can be thrown downwards whilst in mid-air.





● The **Boomerang (B)** is ideal for keeping opponents at a distance, or knocking them off the edge of an arena. Remember you can also throw it, move, and it'll return to you, knacking anyone following you.



● Link's **Sword** attacks **(A)** are powerful and quick, and your best bet for success. Jumping and holding down A will elicit a damaging divebomb attack, whilst tapping A will allow you to create a wall of swift jabs.



MARIO (Mark)

Much like in *Mario Kart*, Mario is the default, middle-of-the-road character. But don't let his lack of flashy moves put you off; he may not have the big attacks of, say, Donkey Kong or Ness, but his punches and kicks are devastating when linked together.

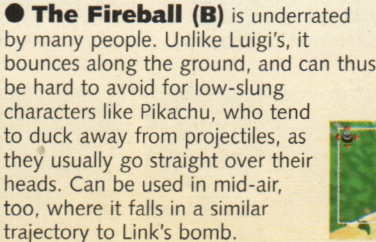


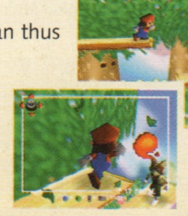
● **Mario's Punch Spin (Down+B)** requires the plumber to get right next to an opponent, but once activated, lands multiple hits and throws the enemy high into the air...



● Once you've done that, press **Up+B** for the **Dragon Punch**. Mario will jump, and land more multiple hits on the descending unfortunate. It's a great, and simple, combo.

● **The Fireball (B)** is underrated by many people. Unlike Luigi's, it bounces along the ground, and can thus be hard to avoid for low-slung characters like Pikachu, who tend to duck away from projectiles, as they usually go straight over their heads. Can be used in mid-air, too, where it falls in a similar trajectory to Link's bomb.





MORE EXTRA POINTS
There are loads of ways to gain extra points in *Smash Bros*, but here are a few methods to get you started...

Butterfly (10,000): Knock your opponent out of the ring whilst they try to climb back in.

Heavy Damage (10,000): Finish the round after inflicting more than 200% damage.

Pacifist Award (60,000): Your enemy dies without you hitting them once.

Yoshi Rainbow (50,000): Defeat the Yoshis in the order that they appear.

DK Perfect (50,000): Defeat giant DK without allies getting hit once.



● **Hitmonlee**
Will attack anyone close by with a flying kick. Painful.

● **Koffing**
Spews toxic gas 360° degrees around itself.



● **Meowth**
Much like Koffing, Meowth throws coins around itself.

● **Onix**
Flies off screen before tonnes of boulders rain down in all directions.

● **Snorlax**
Absolutely devastating, if he hits. He'll fly to the top of the screen and come down with a thump.



● **Starmie**
Will shoot rays at the nearest opponent.



And introducing...

● **Mew**
The 151st Pokémon only becomes available when you've opened up all four secret characters. And even then, he only appears rarely.

HOW TO...
unleash some whup-ass in
WWF WRESTLEMANIA 2000

Rasslin' WWF-style – come and feel the pain!

by Daniel Glenfield

It's the third in THQ's highly successful wrestling series and, as expected, it's the best yet. Crammed full of the WWF's finest athletes and positively bursting at the seams with even more moves than before, it's no wonder wrestling fever has gripped the N64 office.

Oh yes, spandex comes to town, and what better way to celebrate than by putting together three pages of muscle-flexing, leotard-wearing, eyebrow-wiggling tips, showing you *exactly* what you need to do to inflict maximum damage on your foes. It's rasslin' time!

WHAT WE SAID



We reviewed *WWF Wrestlemania 2000* in issue 36 and this is what we concluded:

"A highly impressive WWF debut from THQ, offering a perfect alternative to Acclaim's *WWF Attitude*."



N64 Magazine Star Game

THINGS TO REMEMBER

Before we start, here are a few sneaky tips...

STOLEN MOVES

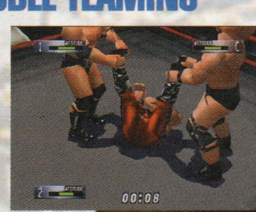
Improved upon since the last game, there are now lots more stolen moves, most notably the Stolen Strike. A and B is the command.



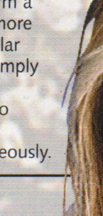
COUNT OUTS

Get your opponent into a corner outside the ring, and with one and a half seconds remaining throw them into the opposite set of railings, then climb up onto the apron.

DOUBLE TEAMING

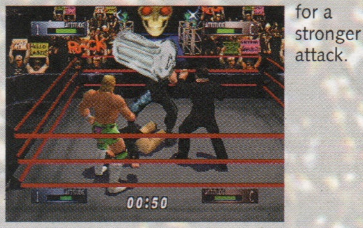


When two wrestlers try to grab one opponent at the same time they combine their strengths to perform a bigger, more spectacular move. Simply get two players to press A simultaneously.



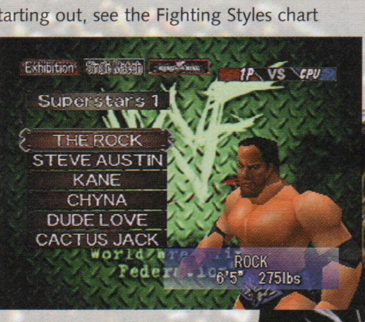
WEAPONS

Use charging swings to batter your foe senseless, and while they're on the ground stab B repeatedly to pummel them. Also, hold B for a stronger attack.



BEGINNER'S CHOICE

If you're just starting out, see the Fighting Styles chart opposite, but for quick results your fighter of choice has to be The Rock. Plenty of varied moves, and a fan favourite to boot. Nice!

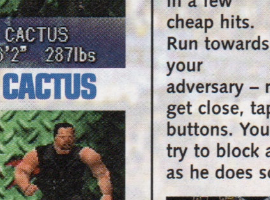


FIGHTING STYLES

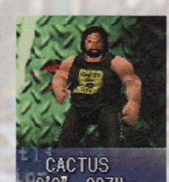
Each gamer has his or her own unique playing style, but you can still narrow them down into one of three categories: Cowardly (beginner), Aggressive (good, but still learning), and Show-Boater (experienced). Here's how to make the most of each one…

COWARDLY

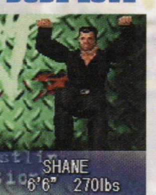
RECOMMENDED FIGHTERS



DUDE LOVE



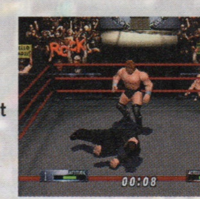
CACTUS



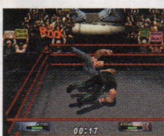
SHANE

BOSSMAN

IN THE RING



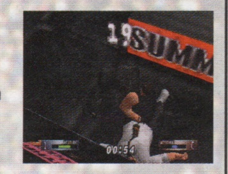
In confusion there's opportunity and the chance to get in a few cheap hits. Run towards your adversary – never walk – and before you get close, tap either of the shoulder buttons. Your opponent will instinctively try to block and then counter strike, and as he does so, batter at the grapple buttons to get in the first hit. Smarter players will quickly catch on, so try progressing onto tumbles fairly quickly.



TACTICS



Keep away from your opponent to start with! Nip outside the ring and invite him to come after you, staying away from the canvas to avoid surprise attacks. He'll probably start taunting you, but be patient, he'll soon get bored and storm out of the ring after you. Grapple, slap, and wedgie him and, with a few seconds to go, put them in a figure-four leglock (or other submission hold). Just before the referee counts you out release it (with R) and step back onto the apron. Easy count-out!



VS. COWARDLY PLAYERS



Right from the start cowardly fighters will be trying to dance around you, to infuriate you and make you lose your cool. Stay as close as you can using weak kicks and punches to halt them so they can be put into a grapple. When they hop outside the ring use this opportunity to raise your spirit meter. This way if they try to claim an easy count out you'll stand a greater chance of reversing this (by stabbing the R button), turning the tables on them!



AGGRESSIVE

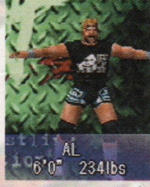
RECOMMENDED FIGHTERS



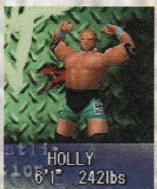
BIG SHOW



KANE

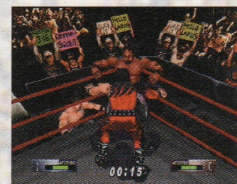


AL

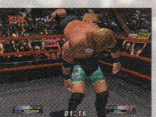


HOLLY

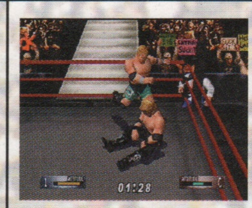
IN THE RING



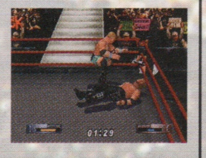
Don't go charging in, as you'll be left open to an easy counter attack. Instead circle your opponent and use weak grapples to pull off quick and easy manoeuvres. Step away while they're getting up to avoid being attacked and continue to pummel them mercilessly. After a few throws they will take longer to get up, so hold down R to help them to their feet. Now slap on a super grapple (hold A) and use one of your more damaging moves.



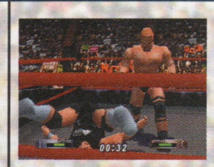
TACTICS



Combination moves work very well for aggressive gamers. For instance, you may wish to knock down your adversary and tap R to sit him up before hitting the B button three times to perform a two-kick-elbow combo. Or, if you'd rather work on a specific body part, follow up a fist drop with a submission hold. There are many more to be discovered. Try varying moves to see what results you get. Remember, each wrestler offers different combo moves.



VS. AGGRESSIVE PLAYERS…

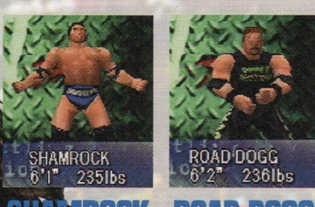


All brawn and no brains make for a dangerous, if flawed, opponent. These gamers have one sure weakness – an inability to block effectively. You can usually get away with short range running moves, such as the clothesline, and take full advantage of their slow reactions. If they try to get close, back away then charge to knock them down. Pick them up and use a strong grapple manoeuvre to send them crashing down. Take *every* opportunity to taunt your foe, as a high spirit meter will allow you to reverse any moves your rival puts on you.

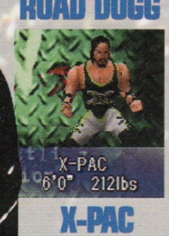


SHOW-BOATER

RECOMMENDED FIGHTERS

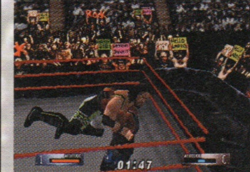


SHAMROCK
ROAD DOGG



X-PAC

IN THE RING



Real show-boaters will revel in being able to reverse punches and kicks. The timing of the R button is crucial – you need to tap it just before the strike hits home. You'll need to weaken your opponent with easy rope and turnbuckle moves before you can do anything fancy though. Try throwing them into the turnbuckle and taunting before delivering a roundhouse kick, or using running ground attacks, and evasion tricks to entertain the fans. Once they're weak you can attempt strong turnbuckle manoeuvres and aerial assaults.

TACTICS

Every flair gamer has his own 'trademark' move which they will delight in using every single match. Quite often they will forgo the usual special move followed by pin combination and use their own finishing technique. A prime example is the Lumbar Smash, guaranteed to get the crowd going and cause some spinal damage! Knock your opponent down near the cornerpost and turn them onto their stomach, then bring them up onto all fours. Climb the turnbuckle and invite them to your house of pain!



VS. SHOW-BOATERS



Cocky, arrogant, and worst of all pretty damn good! Don't try to compete by attempting flash manoeuvres. Start off with weak grapples. Your opponent will try to put you into a super grapple or try to throw you into the turnbuckle. This early on you can reverse any big turn-buckle moves and rope throws. By now they'll be getting angry *and* sloppy. Keep using weak grapples and cheap strike moves, picking them up off the canvas to perform the bigger moves, and keep your spirit meter high. Don't take chances with aerial moves until late on and, for maximum embarrassment, perform your opponent's 'trademark' move against them!

GO! GO!


FIVE OF THE BEST

Over 40 wrestlers to choose from, but here are five that'll guarantee results...



THE ROCK

SMASH AND GRAB



This easy two hit combo starts off with a headlock and finishes with a punch, leaving the opponent stunned on the floor. To perform, press A from a weak grapple and B for the kick.

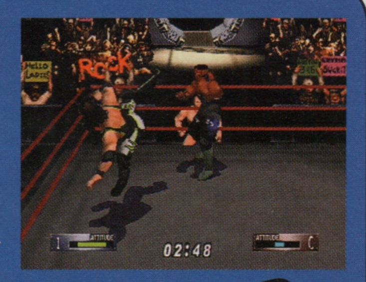
SURFBOARD STRETCH

A damaging submission move, it's best used after flooring an opponent. Get behind your dazed victim and use a super grapple, then press A. The Rock does this with maximum style!



X PAC

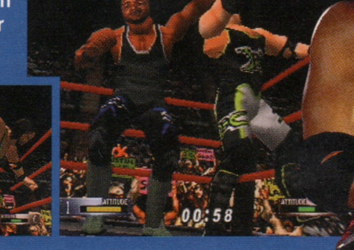
JUMPING SPINNING BACK KICK

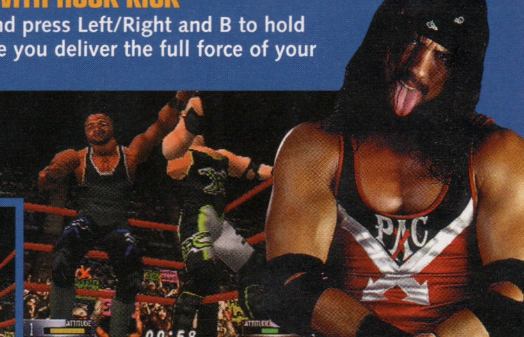


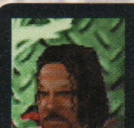
Careful timing is needed as there's a slight delay between holding B, and X Pac actually performing the move. It's a cracker, but be warned: if it's blocked you leave yourself open to a counter attack.

ARMWRENCH WITH HOOK KICK

Use a weak lock and press Left/Right and B to hold them in place while you deliver the full force of your size 12's. Don't use it too often; instead mix it in with your other manoeuvres.

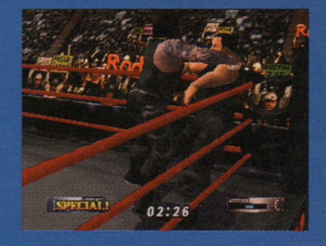






THE UNDERTAKER

BODY SPLASH TO GRAPPLE



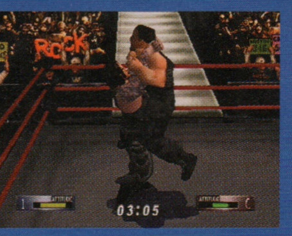
Useful, as you can go straight into a Double Handed Lifting Chokehold. Throw your opponent into the turnbuckle furthest from you and run at them, tapping B to perform a body splash.

LIFTING CHOKEHOLD

Don't try this at home kids! One of the most punishing moves in the game! The Undertaker is slow, so time your super grapple correctly and then press Up and B to lift 'em up and away.



BIG SHOW

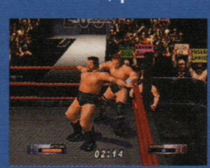


WISHBONE

With your rival on their back, walk to their feet and press A to use Big Show's best submission move. He'll push and pull his opponents leg further and further from his body!

BIG SHOW THUMP

Now this is just cruel! Send your opponent into the turnbuckle, put on a strong grapple, and hit A. Big Show crushes his adversary and just when it's all over... WHAM, one last hit!









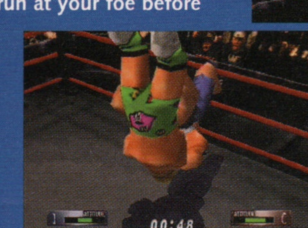
STONE COLD STEVE AUSTIN

RUNNING CLOTHESLINE

An easy knockdown manoeuvre, the Clothesline will become your most favoured and trusted move. Hold the D-pad and run at your foe before tapping B to deliver the blow.

BACK BODY FLIP

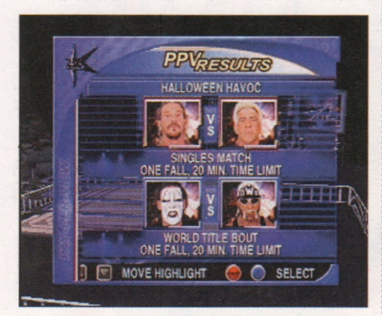
Up, over, and DOWN! You'll need to put your victim into a super grapple, but from there hit Up and A to lift them right over your head and send them crashing down hard!





TIPS EXT

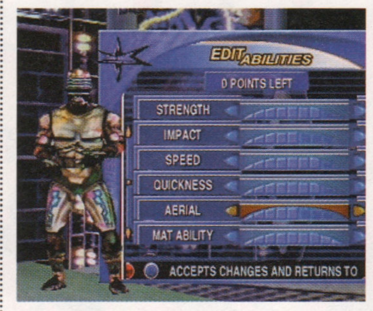
WCW Mayhem



UNLOCK ALL WRESTLERS
Enter PLYHDNGYS as a PPV code.

HALLOWEEN HAVOC '99
Enter td^pKRmZ-<yL as a PPV code to unlock this year's Halloween Havoc pay-per-view matches.

PLAY SAME WRESTLER
Enter DPLGNGRS to allow identical wrestlers to fight together.



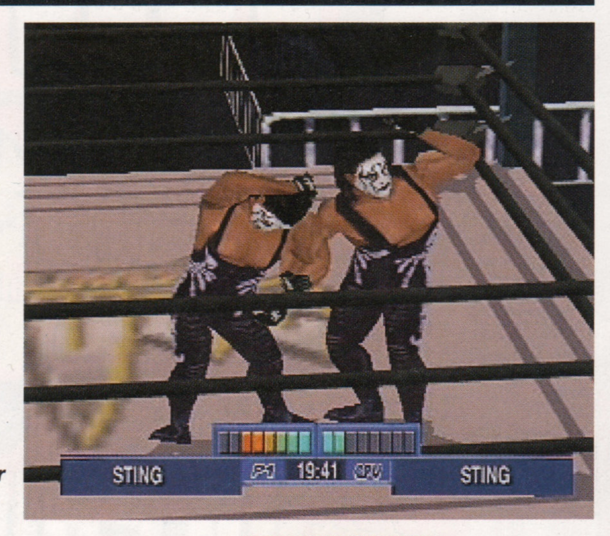
INFINITE STAMINA
Enter PRNTSTMN on the PPV code screen and you'll be fighting forever.

INFINITE MOMENTUM
Use PRNTMMNTM as a PPV code.

ACTIVATE OLD NITRO SET
Enter PLYNTRCLSC at the code screen to play with the ex-Nitro get-up.

PLAY IN BACKROOM
Tap in CBCKRMS as a code to wrestle out back at any time.

MOVE UP RANKINGS
Enter CHT4DBST as a PPV code, then press right to soar up the rankings in the 'Quest for the Best' mode.



INFINITE CREATE-A-WRESTLER
PPV code MKSPRCWS will give you full attribute points.

KIDMAN CHANGE
Enter NGGDYNLN on the PPV code screen to transform Billy Kidman.

Gauntlet Legends



PLAY AS TAUROS
Enter the bonus stage in the first world and collect 50 tokens. The Tauros will now appear on the character screen.

PLAY AS SUMMONER
There's a hidden trapdoor on the Castle level, up a flight of stairs just before the exit. Enter for a bonus stage, and collect 50 coins to play as the Summoner.

FIGHT FASTER
Enter hand-to-hand combat with your Familiar (achieved at level 25) and hold down the Turbo button. Keep it held until the enemy dies, and you'll fire more quickly.

PLAY AS FALCONESS
Collect 50 coins in the Treasury section of the Castle level. The Falconess is now yours.

PLAY AS JACKAL
Near the end of the second Ice world, there's a pile of crates, which you can climb up to find a trapdoor. Collecting 50 coins within will give you the chance to play as the Jackal.

EXTRA FRUIT
Use a potion before you open a chest or barrel that has Death inside, and the Grim Reaper will turn into fruit. This also works with poisoned potions.

UPGRADE WEAPONS
If your character evolves to Level 10, their weapon will grow in size. The same thing also happens at levels 75 and 99.

UPGRADE CHARACTER
Upgrade your character faster by deactivating every item you collect, selling them all to Sumner, then using the funds to buy your choice of attributes.



RA

Tips, cheats and codes await this month, including the welcome return of those quirky Action Replay codes. It doesn't get much better than this...

Hot Wheels





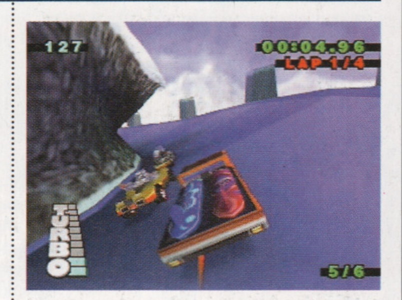
UNLOCK ALL CARS AND TRACKS
Enter 99T8DTY8VD D7BDDDDDD2 as a password.

BONUS CARS
Enter 9PTNPTFN6P NMQPPNPPPL as a password.

INFINITE TURBOS
Press Right-C, Z, Top-C, Bottom-C, R, Left-C, Z, Right-C on the menu screen.

MIRROR TRACKS
Press Z, R, Z, Z, R, Z, Z on the menu screen.

NIGHT-TIME RACING
Press Top-C, Top-C, Bottom-C, Bottom-C, Left-C, Right-C, Left-C, Right-C on the menu screen.



WIREFRAME MODE
Press Top-C, Z, Bottom-C, Left-C, Top-C, Z, Bottom-C, Left-C on the main menu.

Road Rash 64

HEFTY SHORTCUT
On the third race of the fifth level, look for the hole in the building after the red-and-blue striped house. Head straight through the hole and you'll come across a huge shortcut and find a 4x damage.



STAY DOWN
If you need a lie down, hold down L after you've been knocked off your bike to stay sprawled on the tarmac.

ALL BIKES AND TRACKS
To open up absolutely everything, press Top-C, Left-C, Left-C, Right-C, L, R, Bottom-C and Z on the main menu.

TURBO BOOST
Hold A at the start of the race for a quicker start.

COP MODE
Press Z, Left-C, Bottom-C, Left-C, Z, L, R, Bottom-C on the main menu.

SCOOTER MODE
Press Bottom-C, Right-C, Top-C, Left-C, Z, Z, L and Left-C on the menu.



Classic tip ISS '98



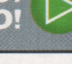
The imminent arrival of *ISS Millennium* has reminded us of the sheer brilliance of its prequel. If you've returned to *ISS '98* recently, here are some classic tips you may have missed.

● PLAY AS WORLD STARS
On the title screen use the D-pad to enter this code: Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, Down, Bottom-C, Down, Bottom-C, Up, Top-C, Up, Top-C, B and A. Now hold Z and press Start.

● BIG HEADS
When the words "Press Start" appear on-screen, press Top-C, Top-C, Bottom-C, Bottom-C, Left-C, Right-C, Left-C, Right-C, B and A. Hold Z and press Start to activate the gargantuan bonces.

● MORE HEADS
Win the International Cup on Level 4 or 5, then go to the create-a-player screen. Press L at the 'head select' stage to access a new page of odd-looking faces.





READERS' TOP 15 TIPS

Remember the best one wins a Makopad from Interact (0161 702 5010) and an exclusive N64 pin badge.

Cheat of the month

1 Premier Manager 64
Start a four-player game on your own, select your team as player one, then pick rich clubs for the other players. Now fill your coffers by forcing players two, three and four to buy your worst players for astronomical sums.
Philip Hall, Oxford





2 Quake II
You can change the last digit of the Twists code (FBBC VBBB FBBC VBB7) to alter the number of seconds on the timer. The second-to-last letter can also be changed for different health levels.
Robert Brown, Carlisle

3 Micro Machines 64 Turbo
Pause the game and press Left-C, Up, Down, Down, Left-C, Right-C, Right-C, Top-C and Bottom-C. Then press Z and Bottom-C in any race to automatically come first.
Ben Smith, Cheltenham

4 Banjo-Kazooie
In the room with the pot and the four note doors, you don't need to have found all the required notes. Instead, line up directly with the door and get Kazooie to hammer at it with her Rat-a-tat-tat move.
Daniel Birchall, Rotherham



5 Duke Nukem: Zero Hour
Looking to dispose of the shambling zombies just that little bit faster? Simply climb onto a platform and jump on their heads. Watch out for the deadly gas that's released as they crumble, though.
Chris Lowe, Tyne & Wear

6 GoldenEye 007
Highlight a cheat from a folder. Now, while holding A, press B twice to return to the folder selection screen, then Z to select another folder. Move the cursor over a cheat, press Z, then B and release A. You'll now be playing with the cheat from the first folder.
Nick Denham, Reading



7 Re-Volt
Forget the complicated code that was printed in Tips Extra in N64/36. To unlock all the tracks, simply enter your name as CARNIVAL on the main menu. Good, eh?
Daniel Rogers, Macclesfield



8 Zelda
Find a large, open chest – such as the ones that contain the compasses – stand with your back to it and perform a backflip. Link should now be flying over the open chest. Magic!
Ben Spiteri, Southampton

9 Turok 2
On a deathmatch arena with teleports, hop into a teleport just before you're about to croak. When you emerge from it you'll be alive with zero health, and you can't be killed.
Hugo Jackson, Chichester

10 Monster Truck Madness
Enter JMPNG as a password and all of the textures in the game (the cars and the scenery) will feature the face of one of Monster Truck Madness' programmers. Crazy!
Johnathan Trim, Dundee

11 FIFA '99
Play with a friend and charge at the keeper together with Top-C. You'll both punch him at the same time, but neither of you will be sent off. Great!
Kevin McMorrow, Stenhousemuir

12 Mario Kart 64
Here's a trick for versus races on Rainbow Road. If you have a banana, drop it on the yellow stretches of track. Your opponents won't see it.
Tam Woods, Merseyside

13 Tonic Trouble
If you're about to finish the game, make sure you have a controller pak inserted. When you begin a brand new quest, your energy level will be carried over from the completed game.
Tom Freer, London

14 WWF Warzone
Press A and all the C-buttons as you select your wrestler, and you should be able to access a whole set of new costumes. This doesn't work for all fighters, though.
William Hewitt, Chester

15 Diddy Kong Racing
Instead of screaming around the loops, sit at the bottom and watch the CPU opponents. Laugh as they fail to make it all the way up and slide down with their back wheels in the air. This is dead helpful in Adventure mode.
Tim Smith, Denbighshire



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash N64 pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

TIPS EXTRA

Send to: Tips Extra, N64 Magazine
30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my top tip

It's for [game name]:

Its effect is:

And my code is:

Name.......................................

Address.......................................

....

....

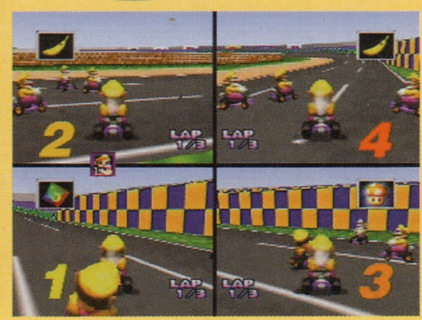
....

....

Postcode ....



CODES



MARIO KART 64

CHANGE CHARACTERS IN ONE-PLAYER

801655CX 000N

- **Replace X with:**
  1 – Player 2
  3 – Player 3
  5 – Player 4
  7 – Player 5
  9 – Player 6
  B – Player 7
  D – Player 8
- **Replace N with:**
  0 – Mario
  1 – Luigi
  2 – Yoshi
  3 – Toad
  4 – D.K.
  5 – Wario
  6 – Peach
  7 – Bowser

Craig Carver, Bradford

CHANGE CHARACTERS IN MULTIPLAYER

800E86CX 000N

- **Replace X with:**
  8 – Player 1
  9 – Player 2
  A – Player 3
  B – Player 4
- **Replace N with:** the same numbers as the one-player code.

Ian Harris, Cheshire

GOLDENEYE

CHANGE NAME

1. Start the game with Code Generator ON.
2. When game starts, press AR/EQ button for menu.
3. Enter Memory Editor and go to address 8029DFD8.
4. Change the eight values to whatever name you wish. (Use 41-4F for letters A-O, 50-5A for letters P-Z, 31-39 for numbers 0-9 and 20 for a space.)
5. Press Start to go back into the game, but *don't* press Start to skip through cut-scenes. Your name will have replaced 'James Bond' in-game.

FIND HIDDEN TEXT

With the code generator, you can find some secret text messages. Search for the following addresses:

8029E880: View names of missing weapons.
8029F150: View names of missing cheats.
8029F2F8: View message 'Happy now Karl?' – presumably a reference to Karl Hilton, *GoldenEye*'s Scenic Art Director.

Anthony Woods & Richard Milham, Wolverhampton

WWF WARZONE

UNLOCK EVERYTHING

8112E40C F000
8112E40E 09FF
8112E410 FFFF
8112E412 FFFF

INFINITE CREATION POINTS

80161502 0000

0% IN MOVE LIST

80161502 0000

P1 INFINITE HEALTH

812823BC 0000
812823BE 0000

(Remove memory pak before using any of these codes.)

Corwin Barber, Cumbran

CASTLEVANIA 64

BOSS HEALTH DECREASES

800D900D 0000

James Cook, Cardiff

COMMAND & CONQUER

INVINCIBLE COMMANDER, SDI LEVEL 6

800B5D7D 00F9

(Don't use with any other code.)

Haytham Magdi, Camberwell

ISS '98

UNLIMITED PLAYER POINTS

DO3E0CF2 0001
A03E0CF2 0063

Andrew Gauge, Surrey



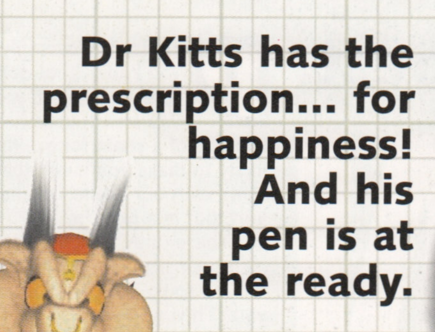
All of these codes only work with the Action Replay cartridge from Datel. For more details call **Datel** on **01785 810800.**


BRITAIN'S BEST SELLING BIKE MAG
Mountain Biking UK
BRITAIN'S BEST SELLING BIKE MAG
NEW LOOK!
Mountain Biking UK
£3.10 JANUARY 2000
DUAL JUMPING
Do it long and low
ROAD RAGE
We bust tarmac BIG!
VOUILLOZ
One-to-one with the world's fastest
MBUK PANTO
Top jocks in frocks
XC WHIPPET
Lycra loonies on the loose
25 PAGES OF PRODUCT REVIEWS
TESTED
Kona Lava Dome
Giant ATX 850
Scott Navajo
PLUS: Hubs, rims, tyres, shoes
PLUS: Tons of exclusive kit reviewed
PLAY AWAY
Chasing trails for top tricks
JANUARY 2000
ON SALE
NOW
IT'S GOT ALL THIS, AND NO LIONEL BLAIR - PANTOTASTIC!



Dr. Kitts' Game Clinic

Dr Kitts has the prescription... for happiness! And his pen is at the ready.





Dr Kitts,
On *Diddy Kong Racing*, I've got as far as the race with Wizpig. Thing is, he always finishes when I've only just completed my second lap! Have you got any tips to help me beat him? Please!
Simon Mason, Dorset

Dr Kitts sucks hard on the end of his biro:
Seeing as you asked so nicely, Simon... If you're having trouble picking up speed, take your finger off the accelerator just before you hit a zipper or blue balloon. Your exhaust will turn green, then rainbow-coloured, at which point you should begin accelerating again. You'll get a hefty burst of speed this way, which should help see the pig off.

Dr Kitts,
I've defeated Mizar for the first time in *Jet Force Gemini*, but I'm missing two ship parts. Could you tell me where they are?
Jeffrey Dullard, Kent

Dr Kitts' forehead crinkles and a tear appears in the corner of one eye:
Oh, Jeffrey, I so hate seeing people in distress! I know – here's a complete list of ship parts:
Goldwood: *find Vela's underwater tunnel to the lodge and follow the Life Force doors.*
SS Anubis: *use the jetpad in the first room to fly up to the top door, then follow the corridors to find Magnus.*
Gem Quarry: *talk to Magnus after you've fired enough gems into the rotating machine.*
Tawfret: *underneath the big tree in an underwater tunnel.*
Water Ruin: *one beneath the castle in an underwater tunnel, another from Ivana after giving her the earplugs (collect them by earning a gold medal on SS Anubis' Floyd Mission)*
Ichor: *in the room with the floating platforms and jetpad.*
Spawnship: *as Juno, drop into the lava and follow the corridors.*
Rith Essa: *enter the mines, activate the Change Pad and talk to Fernando.*
Eschebone: *walk through the glowing ribs, blow open the wooden door, then jet up to the tunnel and find the brain.*
Mizar's Palace: *one as a prize for winning the Wipeout-style race, another from Jeff for finding all the Tribals.*



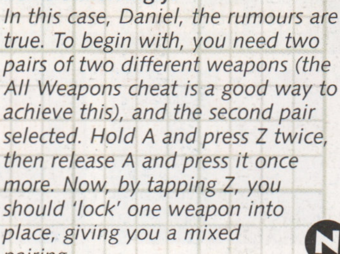
Dr Kitts,
I simply can't do a 1080° on Nintendo's *1080° Snowboarding*. Please, Doctor, tell me how to pull off that oh-so-tricky stunt.
Michael White, York

Dr Kitts abruptly brings his fist crashing down on the table:
'Can't' isn't a word in my vocabulary, Michael, and nor should it be in yours. Here's a little trick I know. As you start on the halfpipe course, turn very sharply to the left and tap the jump button. You'll be launched high into the air, giving you plenty of time to tap all the buttons required for a 1080°. Gnarly.



Dr Kitts,
I've heard rumours that you can have two different guns up at the same time in *GoldenEye*. Is this true?
Daniel Livermore, Lancaster

Dr Kitts scratches his nose and hums unnervingly:
In this case, Daniel, the rumours are true. To begin with, you need two pairs of two different weapons (the All Weapons cheat is a good way to achieve this), and the second pair selected. Hold A and press Z twice, then release A and press it once more. Now, by tapping Z, you should 'lock' one weapon into place, giving you a mixed pairing.



Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is ....

and I live at ....

....

....

......................................Postcode

Eight challenges to test the best.

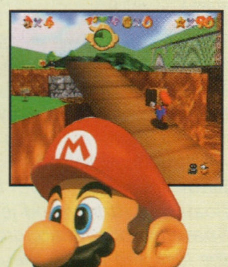
GAME ON

Pain isn't necessarily a bad thing, you know. That dull ache that spreads through your arm when you smash your funny bone on the side of a chair, for example, is more likely to make you laugh than cry. It's the same with our Game On challenges: they hurt, but in a *good* way.

This month, we've chosen another eight monstrously tricky reader challenges for you to try your hand at. Too easy for you? Then why not use the form on the other page to send in your own nightmare-inducing challenge. Go on – hurt us!

SUPER MARIO 64 *Living with a Box*

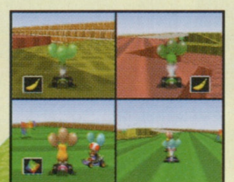




Hurrah for **Ronald Helyat** of **Glasgow**, who's developed this superb challenge for The Best Platform Game In The World™. Enter Bom-omb's Battlefield, then scamper over to the small box and pick it up. Now – *without jumping* – try to carry the box up to the top of the mountain. Mario's painfully slow with this kind of weight on his shoulders, and you'll need to give Goombas and Bob-ombs a wide berth. Oh, and steer clear of those cheatsome warps, too. A Gold medal is yours if you can scale the slopes using Mario Cam only.

DROPS  **0 (MARIO CAM)**  **0 (LAKITU CAM)**  **2**

MARIO KART 64 *Block Fort Derby*

Thanks to **Kieron Richardson** of **Surrey** for the idea for this challenge. Start a four-player battle game on Block Fort, collect one weapon each, then gather on the top level, with one kart on each coloured block. It's now a race to see who can complete three laps of the top-most level first, *in reverse*. Fall off and you're out of the running, so the ability to swivel on the spot using A and B should come in dead handy. You can use your weapon to scupper the other competitors' chances, though (evil chuckle).

WINS  **3**  **2**  **1**

DUKE NUKEM: ZERO HOUR *Duke Duck Shoot*




Our first ever *Zero Hour* challenge, courtesy of 'The Master Sniper' **Stephen Lynham** from **Milton Keynes**. Start a four-player game on the Castlemania level and, while your opponents hang around in the courtyard, grab the sniper rifle and position yourself in the first-floor window. Now try to pop ten caps in the 'asses' of your friends as they scamper backwards and forwards across the courtyard. To earn all three medals, you'll need to put all the sniper's zoom modes to good use. Come get some!



ZOOM  **x2 SIGHT**  **x4 SIGHT**  **x8 SIGHT**

ROGUE SQUADRON *Kamikaze*

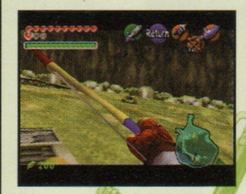




The force is obviously with **Lee Morrison** of **Dundee**, who's racked his brain for this meaty Star Wars-based challenge. Enter the passwords 'IGIVEUP' and 'DEADDACK' on the options screen, select the craft corresponding to the medal you're hoping for, then aim to complete the Rendezvous on Barkesh level by colliding with every enemy ship. Lee has a further challenge if you find this too easy – try to keep *all five* transport vehicles intact at the same time. He's a bad man.

CRAFT  **Y-WING/ SPEEDER**  **A-WING**  **X-WING/ V-WING**

ZELDA 64 — Get the Guay





Love and kisses to **Alex Colling** of **Newcastle-upon-Tyne** for this tricky task. As child Link, head to the small island in the middle of Lake Hylia (it's best to warp there with the ocarina), then equip the bow. Aim a little to the left of the Lakeside Laboratory and aim for the three floating Guay above the bridge. They automatically regenerate, so see how many you can take down with just 40 arrows, using Z-targeting. The rules dictate that you're allowed indefinite runs or swims back to the shore to replenish your arrows.

KILLS  25  10  5

F1 WORLD GRAND PRIX — F1 Football

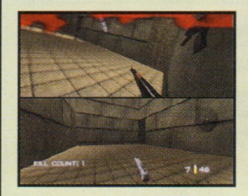
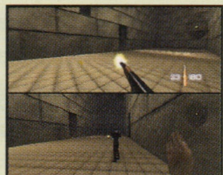
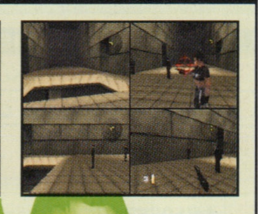




Many thanks to **David Johnson** of **Portsmouth** for supplying this rollicking good challenge. Set the damage to 'On', start a two-player game, then spend a few minutes accelerating into walls and smashing your cars to bits until one of you loses a wheel. The rubbery ring can be shoved around the track, so now it's possible to play an exciting game of F1 Football, using the ends of a straight portion of track as goals. Use the various camera views to locate the wheel when it's not in front of you, and get scoring.

GOALS  5  3  1

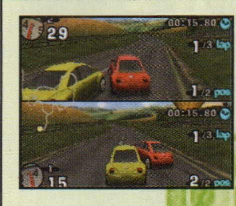
GOLDENEYE 007 — Wicka-Wild Wild West

This unique challenge is the work of **Sam Ramford** from **Falmouth**. Switch the scenario to Licence To Kill and the weapons to pistols, then head for a big area – the middle of the Temple level is ideal – and stand back to back with no gun selected. One player then counts steadily down from three, and, on zero, everyone swings around, switches to their pistol and shoots. The last man standing is the winner, just like in cowboy country. Play a total of five rounds and count how many you emerge victorious in.

WINS  5  3  1

BEETLE ADVENTURE RACING — Road Rage





While **Peter Lynch** from **Co. Wexford** was playing EA's buggy game, he stumbled upon this unique challenge. Start a two-player game, pick any course and cars you fancy, then flip a coin to decide who's 'it'. The idea is for the chosen player to complete three laps of the course without being *touched* by the other Beetle. You're allowed to use the L button three times in any race, but otherwise it's your skill on the accelerator and brake buttons that's at test. Time to put your pedal to the metal, then, we reckon.

COLLISIONS  0  2  4

Now it's your turn!

GAME ON

Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...
Jet Force Gemini • Quake II • Duke Nukem: Zero Hour • Shadowman
We'll print the best ones right here, and you'll get a highly prized **N64** pin badge for your troubles. Not bad, hmm?

Send your challenges to:
Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

I'M THE BEST

Fancy yourself as a top hole gamer? We'll see how good you are. Hahaha!

In the world of I'm the Besting, there ain't no place for losers. Which is why **N64** readers all across the country are using everything at their disposal to ensure league-topping success.

Remember, we'll except all PAL times with a wink and a jig and a how-do-you-do, but we *will not* accept entries from pesky young scamps using cheats and Action Replay cartridges. Oooooh, no.

This month sees the introduction of our long-awaited *Mario Golf* league – and we want you to get going with the *DK64* challenges just to the right, here. Go!!

New League

DONKEY KONG 64

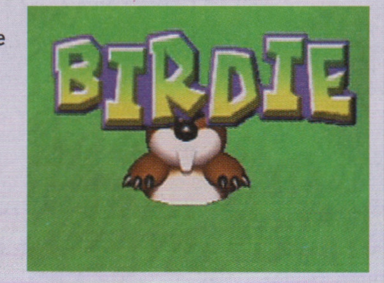
We want your times and scores for the following:

- Enguarde Arena (score)
- DK Arcade (score)
- Jetpac (score)
- Diddy's Minecart Ride (coins)





STAR PERFORMANCE in conjunction with INTERACT



It was a golfing gaming feat that stood out amongst this month's pile of I'm the Best entries. And a golfing achievement of some considerable skill.

Chris Pflaumer from Suffolk has unlocked Metal Mario – *Mario Golf*'s most elusive secret character. And that means he's obtained a birdie badge on all 108 holes! He even claims to have achieved a hole in one on the Chain Chomp hole! Well done Chris, there's a prize on its way. And remember, if you fancy a shiny new joypad, collect the evidence of your particular gaming feat, mark your envelope 'Star Performance' and send it in to us. The best one wins. Good luck!

NEW HIGH SCORE!

In issue 35 we asked for your fastest times on *Mario Golf*'s Toad Highlands course. We had loads of entries, but by far the quickest was from Rob Pierce of Salisbury who managed to finish the whole course in an impressive 10'11"05. Well done Rob! A funky new joypad from those lovely people at Interact (0161 702 5010) is heading your way.

THIS MONTH'S TIME TO BEAT



We're hooked on *Donkey Kong 64* – especially Mark, who's spent weeks putting together the giant tips guide on page 35. In fact, he fancies himself as a bit of a *DK* expert. So, see if you can wipe the smile off his face by beating his score of 163 on the Rambi Arena sub-game (accessible from the Mystery menu when you've collected 6 fairies). The highest score wins an Interact joypad (0161 702 5010).

Mario Golf



TOAD HIGHLANDS		
1	10'11"05	Rob Pierce, *Salisbury*
2	10'40"72	Chris Webb, *Gloucester*
3	11'43"32	Gary Carney, *Newcastle upon Tyne*
4	11'50"88	Michael Thompson, *Co. Antrim*
5	12'15"72	Dan Jones, *Hartlepool*
KOOPA PARK		
1	12'47"68	Gary Carney, *Newcastle upon Tyne*
2	13'01"92	Dan Jones, *Hartlepool*
3	14'04"76	Richard Clark, *Suffolk*
SHY GUY DESERT		
1	13'10"00	Gary Carney, *Newcastle upon Tyne*
2	13'24"96	Richard Clark, *Suffolk*
3	13'40"28	Dan Jones, *Hartlepool*
YOSHI'S ISLAND		
1	13'51"72	Gary Carney, *Newcastle upon Tyne*
2	13'53"64	Dan Jones, *Hartlepool*
3	14'00"80	Richard Clark, *Suffolk*
BOO VALLEY		
1	14'41"60	Dan Jones, *Hartlepool*
2	14'48"08	Gary Carney, *Newcastle upon Tyne*
3	15'06"20	Richard Clark, *Suffolk*
MARIO'S STAR		
1	15'34"04	Dan Jones, *Hartlepool*
2	15'56"36	Richard Clark, *Suffolk*

Quake II

STROGG OUTPOST		
1	0:25	Peter Tweedie, *Woking*
2	0:25	Jan-Erik Spangberg, *Sweden*
3	0:29	Andrew Mills, *Dundee*
4	0:29	David Park, *Tyne & Wear*
5	0:34	Chris Scott, *Dulwich*
CENTRAL COMPLEX		
1	1:19	Andrew Mills, *Dundee*
2	1:22	David Park, *Tyne & Wear*
INTELLIGENCE CENTRE		
1	1:18	David Park, *Tyne & Wear*
2	1:22	Andrew Mills, *Dundee*
COMMS CENTRE		
1	0:41	Andrew Mills, *Dundee*
2	0:47	David Park, *Tyne & Wear*
ORBITAL DEFENCE		
1	1:29	David Park, *Tyne & Wear*
2	1:34	Andrew Mills, *Dundee*
DOCKING STATION		
1	1:03	David Park, *Tyne & Wear*
2	1:16	Andrew Mills, *Dundee*
STROGG FREIGHTER		
1	1:31	Andrew Mills, *Dundee*
2	1:47	David Park, *Tyne & Wear*
CARGO BAY		
1	1:16	David Park, *Tyne & Wear*
2	1:20	Andrew Mills, *Dundee*

Star Wars Episode 1: Racer



BOONTA TRAINING COURSE		
1	0:30.124	Phil Hughes, *Widnes*
2	0:30.609	Daniel Durdin, *Woking*
3	0:31.529	Sean Keating, *Cumbria*
4	0:32.939	Tony Durrant, *Bognor Regis*
5	0:33.696	Davinder Singh Bhachu, *London*

MON GAZZA SPEEDWAY		
1	0:13.071	Phil Hughes, *Widnes*
2	0:13.613	Daniel Durdin, *Woking*
3	0:14.715	Neil Glenister, *High Wycombe*
4	0:14.789	Luke Oswin, *Leicester*
5	0:14.845	Stephen Hill, *Maidstone*

BEEDO'S WILD RIDE		
1	1:01.196	Stephen Hill, *Maidstone*
2	1:02.242	Luke Oswin, *Leicester*
3	1:04.159	Andrew Mills, *Dundee*
4	1:04.636	Arif Mollah, *Rochdale*
5	1:05.084	Jan-Erik Spangberg, *Sweden*

MALASTARE 100		
1	0:39.825	Anthony Ratnasothy, *Essex*
2	0:39.828	Stephen Hill, *Maidstone*
3	0:40.072	Nader Kohbodi, *Anglesey*
4	0:40.115	Jon Burnage, *Southampton*
5	0:40.320	Neil Glenister, *High Wycombe*

VENGEANCE		
1	1:11.881	Jan-Erik Spangberg, *Sweden*
2	1:12.290	Nader Kohbodi, *Anglesey*
3	1:13.048	Stephen Hill, *Maidstone*
4	1:13.573	James Swain, *Essex*
5	1:14.000	Arif Mollah, *Rochdale*

SCRAPPERS RUN		
1	0:41.057	Stephen Hill, *Maidstone*
2	0:42.275	Jan-Erik Spangberg, *Sweden*
3	0:42.496	Nader Kohbodi, *Anglesey*
4	0:43.226	Luke Oswin, *Leicester*
5	0:43.321	Neil Glenister, *High Wycombe*

ANDO PRIME CENTRUM		
1	0:58.657	Stephen Hill, *Maidstone*
2	0:59.390	Dominic Tourner, *Australia*
3	0:59.611	Luke Oswin, *Leicester*
4	1:00.416	Thomas Hower
5	1:00.429	Sam and Guy Jhonson, *London*

EXECUTIONER		
1	1:23.611	Luke Oswin, *Leicester*
2	1:27.559	Jan-Erik Spangberg, *Sweden*
3	1:28.897	Stephen Hill, *Maidstone*
4	1:29.381	Neil Glenister, *High Wycombe*
5	1:30.427	Andrew Mills, *Dundee*

Beetle Adventure Racing



COVENTRY COVE		
1	4'42"59	Ross Anderson, *Peterborough*
2	4'43"88	Anders Ringdal, *Norway*
3	4'44"28	Matthew Leach, *Cheshire*
4	4'47"81	Craig Wood, *West Sussex*
5	4'48"61	Jan-Erik Spangberg, *Sweden*

MOUNT MAYHEM		
1	4'44"99	Anders Ringdal, *Norway*
2	4'47"66	Ross Anderson, *Peterborough*
3	4'48"42	Matthew Leach, *Cheshire*
4	4'50"03	Jan-Erik Spangberg, *Sweden*
5	4'53"13	Evren Ondeafendi, *London*

SUNSET SANDS		
1	5'25"73	James Robinson, *Cheshire*
2	5'28"09	Ross Anderson, *Peterborough*
3	5'30"26	Martin Van Duuren, *Holland*
4	5'42"05	Thomas Hower, *Denmark*
5	5'43"41	Simon Jeffree, *Northampton*

INFERNO ISLE		
1	6'33"09	Jan-Erik Spangberg, *Sweden*
2	6'33"93	Ross Anderson, *Peterborough*
3	6'36"64	Anders Ringdal, *Norway*
4	6'39"95	Martin Van Duuren, *Holland*
5	6'42"32	Evren Ondeafendi, *London*

METRO MADNESS		
1	5'49"03	Ross Anderson, *Peterborough*
2	5'50"49	James Robinson, *Cheshire*
3	5'53"88	Martin Van Duuren, *Holland*
4	6'01"82	Sean MacKenzie, *Edinburgh*
5	6'03"21	Ben Staples, *Watchet*

WICKED WOODS		
1	3'59"36	Ross Anderson, *Peterborough*
2	4'02"67	Anders Ringdal, *Norway*
3	4'05"93	Osman Sharif, *Oxford*
4	4'08"58	Ben Staples, *Watchet*
5	4'11"17	Evren Ondeafendi, *London*

F1 WGP 2



UK (PAL) TIMES ONLY (No secret cars)

AUSTRALIA		
1	1'06"41	Robert Watkin, *London*
2	1'08"26	James Hegarty, *Belfast*
3	1'09"12	Chris Pearson, *Skipton*
4	1'09"54	Stuart Black, *Middlesex*
5	1'09"76	Tom White, *West Sussex*

MONACO		
1	1'07"07	Chris Pearson, *Skipton*
2	1'10"01	James Hegarty, *Belfast*
3	1'11"57	Robert Watkin, *London*
4	1'16"01	Dane Lane, *Notts*
5	1'22"13	Craig Smith, *Bury*

SPAIN		
1	1'08"40	Chris Pearson, *Skipton*
2	1'10"01	Robert Watkin, *London*
3	1'11"57	James Hegarty, *Belfast*
4	1'24"23	Craig Smith, *Bury*
5	1'24"28	Alan Blacklock, *Andover*

BELGIUM		
1	1'25"94	Alan Blacklock, *Andover*
2	1'28"07	Chris Pearson, *Skipton*
3	1'30"63	Robert Watkin, *London*
4	1'31"35	Craig Smith, *Bury*
5	1'31"43	James Hegarty, *Belfast*

JAPAN		
1	1'16"85	Chris Pearson, *Skipton*
2	1'19"37	Robert Watkin, *London*
3	1'23"09	James Hegarty, *Belfast*
4	1'37"43	Craig Smith, *Bury*
5	1'40"19	Alan Blacklock, *Andover*

BRITAIN		
1	1'05"99	Chris Pearson, *Skipton*
2	1'06"76	James Hegarty, *Belfast*
3	1'06"83	Robert Watkin, *London*
4	1'25"70	Alan Blacklock, *Andover*
5	1'27"23	Craig Smith, *Bury*

BRAZIL		
1	1'01"37	Chris Pearson, *Skipton*
2	1'02"39	James Hegarty, *Belfast*
3	1'03"89	Robert Watkin, *London*
4	1'15"17	Craig Smith, *Bury*
5	1'19"34	Alan Blacklock, *Andover*

FRANCE		
1	1'01"01	Chris Pearson, *Skipton*
2	1'02"46	James Hegarty, *Belfast*
3	1'03"41	Robert Watkin, *London*
4	1'16"19	Craig Smith, *Bury*
5	1'17"52	Alan Blacklock, *Andover*



F1 World Grand Prix



UK (PAL) TIMES ONLY (No secret cars)

SAN MARINO

1	1'01"78	Ben Randall, *Southsea*
2	1'04"32	Christopher Gregory, *Nelson*
3	1'04"36	Jack McCarthy, *Dublin*
4	1'05"33	Tony Dunster, *London*
5	1'05"60	Kristoffer Thorbjornsen, *Fife*

SPAIN

1	1'01"04	Ben Green, *Cheltenham*
2	1'02"30	Ben Randall, *Southsea*
3	1'02"91	Christopher Gregory, *Nelson*
4	1'04"30	Jack McCarthy, *Dublin*
5	1'04"37	Joachim Clauwers, *Belgium*

CANADA

1	0'55"57	Ben Randall, *Southsea*
2	0'55"93	Joachim Clauwers, *Belgium*
3	0'56"69	Jack McCarthy, *Dublin*
4	0'56"79	Anders Ringdal, *Norway*
5	0'58"33	Kristoffer Thorbjornsen, *Fife*

HUNGARY

1	0'58"73	Ben Randall, *Southsea*
2	1'00"27	John Williams, *Bridgend*
3	1'00"85	James Hegarty, *Belfast*
4	1'00"88	Joachim Clauwers, *Belgium*
5	1'02"04	Jack McCarthy, *Dublin*

BELGIUM

1	1'20"83	Ben Randall, *Southsea*
2	1'22"08	Jack McCarthy, *Dublin*
3	1'22"26	Hedley Gabriel, *Essex*
4	1'22"80	Joachim Clauwers, *Belgium*
5	1'23"88	Anders Ringdal, *Norway*

AUSTRIA

1	0'51"97	Ben Randall, *Southsea*
2	0'53"29	Joachim Clauwers, *Belgium*
3	0'54"12	Jack McCarthy, *Dublin*
4	0'54"97	Anders Ringdal, *Norway*
5	0'55"49	Kristoffer Thorbjornsen, *Fife*

Wipeout 64



UK (PAL) TIMES ONLY

KLIES BRIDGE

1	0:19.0	Phil Hughes, *Widnes*
2	0:19.3	Rob Friend, *Glossop*
3	0:20.0	Stuart Millar, *Guildford*
4	0:20.2	Chris Adams, *London*
5	0:20.7	Rob van der Kooi, *N'lands*

QORON IV

1	0:30.2	Rob Friend, *Glossop*
2	0:30.8	Phil Hughes, *Widnes*
3	0:31.3	Chris Adams, *London*
4	0:31.9	Stuart Millar, *Guildford*
5	0:32.0	Rob van der Kooi, *N'lands*

SOKANA

1	0:32.8	Rob Friend, *Glossop*
2	0:33.7	Chris Adams, *London*
3	0:34.3	Phil Hughes, *Widnes*
4	0:34.7	Stuart Millar, *Guildford*
5	0:35.4	Rob van der Kooi, *N'lands*

DYRONESS

1	0:23.7	Phil Hughes, *Widnes*
2	0:24.3	Chris Adams, *London*
3	0:24.4	Rob van der Kooi, *N'lands*
4	0:24.6	Anthony Kay, *Macclesfield*
5	0:27.2	Stuart Millar, *Guildford*

MACHAON II

1	0:35.4	Stuart Millar, *Guildford*
2	0:36.2	Phil Hughes, *Widnes*
3	0:37.1	Chris Adams, *London*
4	0:37.9	Rob van der Kooi, *N'lands*
5	0:38.2	Anthony Kay, *Macclesfield*

TERAFUMOS

1	0:30.8	Stuart Millar, *Guildford*
2	0:31.8	Rob van der Kooi, *N'lands*
3	0:32.0	Rob Friend, *Glossop*
4	0:32.1	Phil Hughes, *Widnes*
5	0:32.2	Chris Adams, *London*

Rogue Squadron



UK (PAL) TIMES ONLY

AMBUSH AT MOS EISLEY

1	0:38	Martin Critchley, *Doncaster*
2	0:45	Brendan Edge, *Nottingham*
3	0:53	Richard Dunn, *Lincolnshire*
4	0:55	Andrew Harvey, *Reading*
5	0:56	Jan-Erik Spangberg, *Sweden*

LIBERATION OF GERRARD V

1	4:04	Jan-Erik Spangberg, *Sweden*
2	4:05	Richard Dunn, *Lincolnshire*
3	4:14	Philip Ward, *Portsmouth*
4	4:20	Simon Duroe, *Wales*
5	4:20	Martin Critchley, *Doncaster*

SEARCH FOR THE NONNAH

1	3:31	Richard Dunn, *Lincolnshire*
2	3:33	Jan-Erik Spangberg, *Sweden*
3	3:38	Martin Critchley, *Doncaster*
4	3:46	Philip Ward, *Portsmouth*
5	4:26	Peter Cooper, *High Wycombe*

BATTLE OF HOTH

1	2:49	Jan-Erik Spangberg, *Sweden*
2	2:58	Simon Duroe, *Wales*
3	3:08	Andrew Harvey, *Reading*
4	3:11	Morten Tronstad, *Norway*
5	3:11	Brendan Edge, *Nottingham*

RESCUE ON KESSELL

1	0:24	Jan-Erik Spangberg, *Sweden*
2	0:25	Danny Dunn, *Lincolnshire*
3	0:28	Morten Tronstad, *Norway*
4	0:30	Ryan Medlock, *Surrey*
5	0:35	Alex Henderson, *Bury St. Edmunds*

THE BATTLE OF CALAMARI

1	3:00	Richard Dunn, *Lincolnshire*
2	3:07	Jan-Erik Spangberg, *Sweden*
3	3:28	Morten Tronstad, *Norway*
4	3:46	Simon Duroe, *Wales*
5	3:51	Josh Bryson, *Cheltenham*

DEFECTION AT CORRELLIA

1	7.12	Simon Duroe, *Wales*
2	7.29	Jan-Erik Spangberg, *Sweden*
3	7:38	Andrew Harvey, *Reading*
4	7:43	Brendan Edge, *Nottingham*
5	8:15	Philip Ward, *Portsmouth*

BATTLE ABOVE TALORAAN

1	2:02	Danny Dunn, *Lincolnshire*
2	2:24	Jan-Erik Spangberg, *Sweden*
3	3:05	Peter Cooper, *High Wycombe*
4	3:06	Brendan Edge, *Nottingham*
5	3:45	Philip Ward, *Portsmouth*

DEATH STAR TRENCH RUN

1	1:51	James Skuse, *Caterham*
2	1:51	Niklas Burdon, *Newcastle Upon Tyne*
3	1:51	Liam Carroll, *Carnforth*
4	1:51	Peter Cooper, *High Wycombe*
5	1:52	Louis Constant, *Birchington*

F-Zero X



UK (PAL) TIMES

SAND OCEAN

1	1'15"246	Phil Hughes, *Widnes*
2	1'16"854	Gary Carney, *Newcastle-upon-Tyne*
3	1'16"917	David Van Moer, *Belgium*
4	1'17"007	Morten Tronstad, *Norway*
5	1'17"448	Tony Dunster, *London*

BIG BLUE

1	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
2	1'31"999	Tony Dunster, *London*
3	1'32"502	David Van Moer, *Belgium*
4	1'33"249	Adam Tucker, *Norfolk*
5	1'33"343	Morten Tronstad, *Norway*

SECTOR ALPHA

1	1'23"527	Phil Hughes, *Widnes*
2	1'24"792	Morten Tronstad, *Norway*
3	1'24"830	David Van Moer, *Belgium*
4	1'24"888	Victor Hacon, *Norfolk*
5	1'24"935	Gary Carney, *Newcastle-upon-Tyne*

DEVIL'S FOREST 2

1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'21"038	Adam Tucker, *Norfolk*
4	1'22"152	D. D. Ramone, *Carlisle*
5	1'22"591	Sam Fenwick, *Leighton Buzzard*

FIRE FIELD

1	1'14"360	Phil Hughes, *Widnes*
2	1'15"183	D. D. Ramone, *Carlisle*
3	1'17"802	Gary Carney, *Newcastle-upon-Tyne*
4	1'19"908	David Van Moer, *Belgium*
5	1'21"830	Matthew Sexton, *Bedford*

RED CANYON 2

1	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
2	1'34"935	Phil Hughes, *Widnes*
3	1'35"555	D. D. Ramone, *Carlisle*
4	1'39"323	Tony Dunster, *London*
5	1'40"773	Morten Tronstad, *Norway*

SPACE PLANT

1	2'01"163	Phil Hughes, *Widnes*
2	2'02"173	D. D. Ramone, *Carlisle*
3	2'05"109	Sam Fenwick, *Leighton Buzzard*
4	2'05"442	Gary Carney, *Newcastle-upon-Tyne*
5	2'05"581	Alan Bell, *Milford Haven*

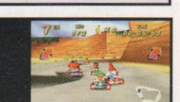
PORT TOWN 2

1	1'52"920	Phil Hughes, *Widnes*
2	1'53"521	Gary Carney, *Newcastle-upon-Tyne*
3	1'54"190	Adam Tucker, *Norfolk*
4	1'54"461	David Van Moer, *Belgium*
5	1'54"676	D. D. Ramone, *Carlisle*

SAND OCEAN 2

1	1'37"485	Gary Carney, *Newcastle-upon-Tyne*
2	1'37"834	Tony Dunster, *London*
3	1'38"470	Phil Hughes, *Widnes*
4	1'38"635	D. D. Ramone, *Carlisle*
5	1'39"191	David Van Moer, *Belgium*

Diddy Kong Racing



UK (PAL) TIMES

EVERFROST PEAK

1	1'32"36	Mario Keer, *The Netherlands*
2	1'32"40	Andrew Mills, *Dundee*
3	1'34"40	Anthony Kay, *Macclesfield*
4	1'34"40	Andrew Harvey, *Reading*
5	1'34"50	Edward Lunn, *West Sussex*

FROSTY VILLAGE

1	1'19"40	Phil Hughes, *Widnes*
2	1'20"65	Anthony Levitt, *Swanley*
3	1'22"10	Morten Tronstad, *Norway*
4	1'25"51	Adam Tucker, *Norfolk*
5	1'25"95	Shaun Baker, *Bristol*

WHALE BAY

1	0'55"31	Phil Hughes, *Widnes*
2	0'56"51	Morten Tronstad, *Norway*
3	0'56"75	Adam Tucker, *Norfolk*
4	0'58"71	Andrew Mills, *Dundee*
5	0'59"43	Danny Dunn, *Lincolnshire*

PIRATE LAGOON

1	1'05"41	Phil Hughes, *Widnes*
2	1'05"66	Morten Tronstad, *Norway*
3	1'05"73	Jan-Erik Spangberg, *Sweden*
4	1'06"46	Anthony Levitt, *Swanley*
5	1'08"95	Andrew Mills, *Dundee*

TREASURE CAVES

1	0'47"06	Phil Hughes, *Widnes*
2	0'48"61	Daniel Carlsson, *Sweden*
3	0'48"75	Rob Inman, *Aylesbury*
4	0'49"06	Richard Dunn, *Lincolnshire*
5	0'49"76	Adam Tucker, *Norfolk*

BOULDER CANYON

1	1'32"66	Phil Hughes, *Widnes*
2	1'33"26	Morten Tronstad, *Norway*
3	1'33"81	Danny Dunn, *Lincolnshire*
4	1'36"40	Andrew Mills, *Dundee*
5	1'37"36	Peter Lunn, *West Sussex*

HAUNTED WOODS

1	0'50"45	Rob Inman, *Aylesbury*
2	0'51"20	Phil Hughes, *Widnes*
3	0'54"06	Daniel Carlsson, *Sweden*
4	0'54"95	Jan-Erik Spangberg, *Sweden*
5	0'55"75	Adam Tucker, *Norfolk*

STAR CITY

1	1'29"53	Adam Tucker, *Norfolk*
2	1'30"90	Richard Dunn, *Lincolnshire*
3	1'31"76	Anthony Levitt, *Swanley*
4	1'31"93	Morten Tronstad, *Norway*
5	1'33"71	Tim Booth, *Shrewsbury*

SPACEPORT ALPHA

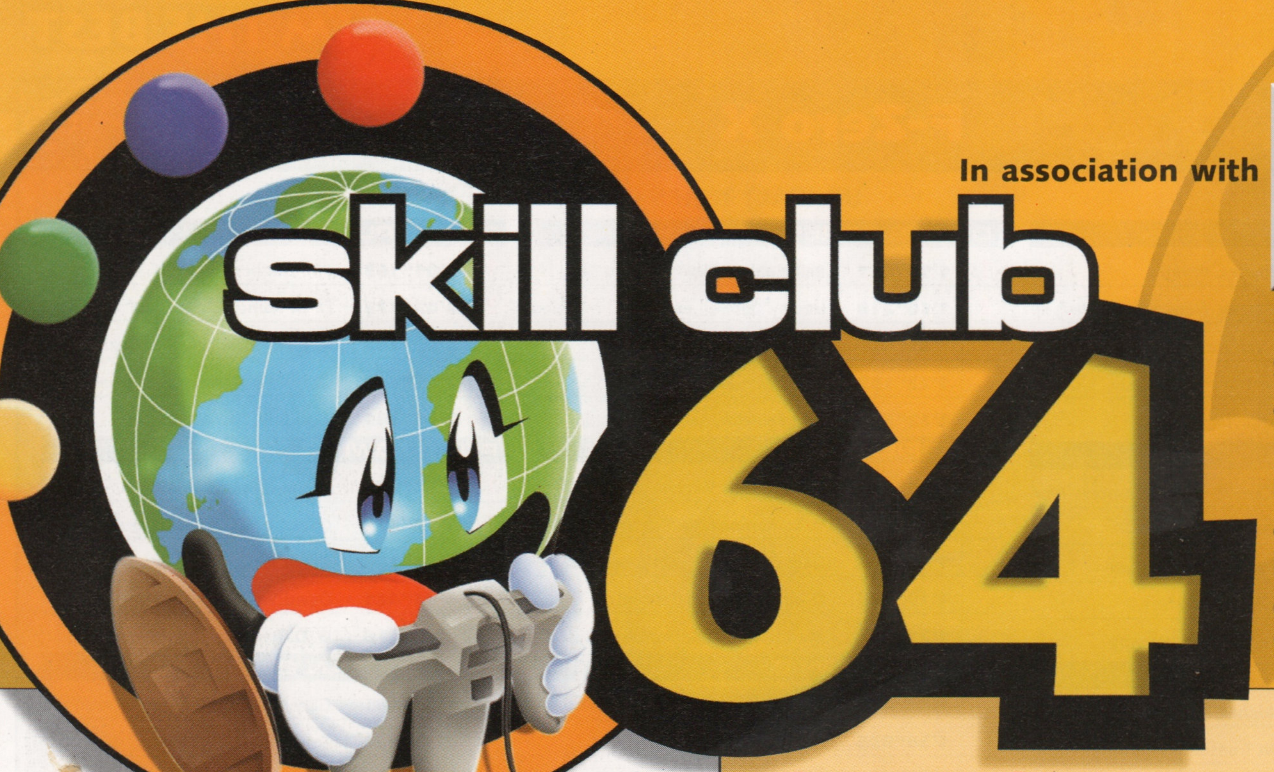
1	1'40"71	Andrew Mills, *Dundee*
2	1'41"33	Phil Hughes, *Widnes*
3	1'43"10	Morten Tronstad, *Norway*
4	1'47"76	Rob Inman, *Aylesbury*
5	1'50"96	Mario Keer, *The Netherlands*

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.
Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.



In association with



Before we start, there are rules. Rules that need to be adhered to before you can enter Skill Club...

The first rule of Skill Club is you do not cheat in Skill Club. The second rule of Skill Club is that you do *not* cheat in Skill Club. They'll be no codes or NTSC carts, skill will take as long as it takes, and there will only be one skill at a time.

If it's your first time at Skill Club, you *must* take part by choosing Bronze, Silver, Gold or Platinum skill, and completing either three, seven, 10 or 14 challenges respectively. There are no losers in Skill Club. We meet because we have a common goal.

Since its inception, Skill Club has met with the expected response, not least because of the prizes on offer: freedom of expression, freedom of mind and, if you reach Gold for the first time, a brilliant new Gamester Advanced Controller pad or an equally precious Gamester Tremor Pak with 1Mb memory. Impressive pieces of kit.

Oh, and if you get Platinum licked, you'll receive a rare **N64** Magazine T-Shirt, an **N64** Magazine pin badge and, of course, an exclusive Platinum Club certificate.

So, if you think you can handle Skill Club, and would like the opportunity to grab yourself some Gamester gear from the revolutionary thinkers at LMP (01992 503133), don't hesitate. And remember, you do *not* cheat in Skill Club.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the all-new Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in* Mario Kart *and* Wave Race.
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything onto the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. It's up to you. If you've made it into the Bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of* **N64** *Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.

skill club 64 ENTRY FORM

Hello there, I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club 64 league. I include proof of my achievements in:

	A Super Mario 64		K Yoshi's Story
	B DKR		L Banjo-Kazooie
	C Lylat Wars		M 1080°
	D GoldenEye 007		N F-Zero X
	E ISS64		O Zelda
	F Mario Kart 64		P Turok 2
	G Pilotwings 64		Q Rogue Squadron
	H Turok		R F1 World GP
	I Blast Corps		S FIFA '99
	J Wave Race 64		T Star Wars: Racer

Please send my badge and certificate to:

Name

....

Address

....

....

....

....

Use a photocopy of this form if you'd rather not cut your copy of **N64** *Magazine.*

challenge A — Super Mario 64



What you must do: Find all 120 stars.
Proof: Any picture of *Mario* with that magic 120 (stars) in the top right corner.
Helpful tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. And DGG + No. 4.

challenge B — Diddy Kong Racing



What you must do: Finish the game in Mirror mode.
Proof: We need a picture of the save screen with Adventure 2 and 47 balloons.
Helpful tips: Our review in **N64**/10, and our guides in **N64**/11 and 12. Also, don't forget the DGG + with issue 11.

challenge C — Lylat Wars



What you must do: Finish the game with 1,500 hits or more. If you can.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful tips: **N64**/8's free poster and the DGG + No. 2.

challenge D — GoldenEye 007



What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful tips: The i-Spy Magazine that came with **N64**/9, tips in **N64**/10 and 12 and the Double Game Guide + on the front of **N64**/12.

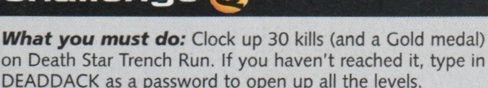
challenge E — ISS64



What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful tips: Tips in **N64**/4 and 14.

challenge F — Mario Kart 64

What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R). Manage that can you?
Helpful tips: Review in **N64**/4, tips in **N64**/5. DGG + No. 2.



challenge G — Pilotwings



What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in **N64**/6 and tips in the Double Game Guide + on the front of **N64**/19.

challenge H — Turok: Dinosaur Hunter

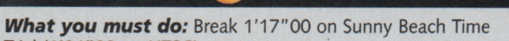
What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible – important, that bit.
Helpful tips: None available.



challenge I — Blast Corps



What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful tips: Tips in **N64**/8 and the Double Game Guide + on the front of **N64**/16.



challenge J — Wave Race 64



What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful tips: There're tips in **N64**/2 and the DGG + on the front of **N64**/14.

challenge K — Yoshi's Story



What you must do: Score more than 34,848 in the main section of the game.
Proof: A picture of the game's final score screen at the end.
Helpful tips: The tips in **N64**/16 and the Double Game Guide + on the front of **N64**/9 should prove very handy.

challenge L — Banjo-Kazooie



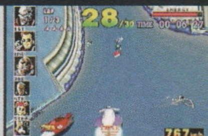
What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful tips: A huge guide in **N64**/19 and DGG + No. 9.

challenge M — 1080° Snowboarding



What you must do: Score over 80,000 in the ever so tricky Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful tips: **N64**/22's Double Game Guide +.

challenge N — F-Zero X





What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful tips: Plenty of hints in **N64**/24's DGG +.

challenge O — Zelda

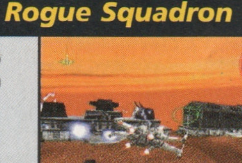
What you must do: Complete the game with 100 Gold Skulltulas and 20 hearts
Proof: Pictures or a video of the quest status screen.
Helpful tips: The tips in **N64**/26 will tell you everything you need to know.

challenge P — Turok 2



What you must do: Finish the first level in under 40 minutes. Go on, give it a go.
Proof: Save the game at the end of the first level, quit, and take a snapshot of the load game screen.
Helpful tips: This is very tough. Plenty of tips in **N64**/24.

challenge Q — Rogue Squadron





What you must do: Clock up 30 kills (and a Gold medal) on Death Star Trench Run. If you haven't reached it, type in DEADDACK as a password to open up all the levels.
Proof: A picture of the end-of-level medal screen.
Helpful tips: **N64**/27's guide, or **N64**/31's DGG +.

challenge R — F1 World Grand Prix



What you must do: Be the champion at the end of a whole season, that's 17 races, on simulation mode. This will take time.
Proof: A picture of the awards screen when you've won.
Helpful tips: Check out the course maps and tips in the Double Game Guide + on the front of **N64**/22.



challenge S — FIFA 99



What you must do: Take Southampton to the Premier League Championship on the hardest difficulty setting.
Proof: A video of the full time results menu, and the subsequent awarding of the League Championship
Helpful tips: Check out our guide in **N64**/28.

challenge T — Star Wars Episode 1: Racer



What you must do: Complete Sunken City and Scrapper's Run on the Semi-pro Podracing Circuit clocking up times of 6'46"450 and 2'45"762 respectively.
Proof: Proof of the lap time screen on completion of the race.
Helpful tips: Look at the tips in **N64**/31 and **N64**/32.

GO! GO!

PLATINUM Club

complete 14 challenges

Christopher Davies,	*Croydon*
Andrew Mills,	*Londonderry*
David Nicol,	*Cambridge*
Richard Davies,	*Rotherham*
Stephen Adams,	*Dundee*
Graham Underwood,	*Cumbria*
Andrew McGrae,	*Southport*
Derek Thomson,	*Edinburgh*
Craig Silcocks,	*Trowbridge*
Alex Deas,	*Scotland*
Craig Smith,	*Bury*
Greg Duncan,	*Glasgow*
Aidan Murray,	*Co. Cork*
Paul Isaia,	*Southampton*
Daniel Syversen,	*Norway*
Patrick Wessels,	*Surrey*
Ross McKinstray,	*Arbroath*
David Crowther,	*Kent*
Stephen McMahon,	*Co. Down*
Michael Mawdsley,	*Southport*
Paolo De Luca,	*Italy*
George Ransley,	*Southampton*
Sjoerd Hatzmann,	*Holland*
Tjeerd Van Deemtere,	*Holland*
Tim Lai,	*Bromley*
David McGivern,	*Belfast*

GOLD Club

complete 10 challenges

Kelly Humphreys, *Marlow*
Gregor Richards, *Dorking*
Stuart Richards, *Dorking*
John Kostons, *Nederland*
Piet dem Dulk, *Holland*
Robert Gallagher, *Eastleigh*
Ingvar S. Arnorson, *Iceland*
David Sharp, *Clackmannanshire*
Shane Roberts, *Spalding*
Mark Currid, *Ireland*
David Keane, *Sandwich*
Stelios & Orestis Giaremelos, *Greece*
Michael J.K Bevan, *New Zealand*
Chris Smith, *Tyne & Wear*
Kostas A. Mitzithras, *Greece*
Richard Ford, *London*
Phill Young, *Northallerton*
Scott Brown, *Stocksfield*
Daniel McCann, *Glasgow*
Afong Toh, *The Netherlands*
Brett Slader, *Australia*
Gary Thomson, *Mid Lothian*
Nick & Chris Robinson, *West Sussex*
Alan Dundas, *Angus*
Jeremy Hammett, *Woking*
Tom Spurrier, *Southampton*
Mark Reilly, *Glasgow*
Antonio Vites Carmora, *Spain*
Chris Partridge, *East Sussex*
Jesús Ramos Membrive, *Spain*
Chris Ross, *Angus*
Ross Duncan, *Nairn*
Joshua Takaoka, *Newbury*
Paul Northend, *Middlesborough*
Bill McCoist, *Fareham*
Tom Magee, *Catterick*
Peter Tweedie, *Woking*
Andrew Harvey, *Twyford*
Daniel Carlsson, *Sweden*
Chris & Kevin Fennelly, *London*
Gregory Kuzdenyi, *Ealing*
Kenton Knop, *America*
Michael Cunningham, *Australia*
Alex Deas, *Scotland*
Davy James, *Powys*
Lawson Gavin, *Co. Offacy*
Matthew Weston, *Nottingham*
Gearoid Reidy, *Co. Offaly*
Christopher McCabe, *County Down*
Robert Clark, *Kent*
Dee Dee Ramone, *Cumbria*
Steve Keenan, *Norfolk*
Daniel Lorenz, *Oxon*
Chris Richmond, *Australia*
Chris Gray, *Fife*
Martin Rosinski, *London*
James Hegarty, *Belfast*
Jamie Hobbs, *Norfolk*
Nick Haynes, *Orpington*
Colin Taylor, *Barnet*
Mariusz Panczar, *Poland*
Morten Tronstad, *Norway*
David Smart, *Glasgow*
Aidan Murray, *Co. Cork*
Gavin Bolder, *Kent*
Aaron Clack, *Kent*
Aidan Murray, *Co. Cork*
Martin Flynn, *Kent*
Griffin Leadabrand, *Australia*
Ryan McIlvenna, *Antrim*
Steven Ward, *Hawes*
Kevin Sutton, *Tipperary*
Alan West, *Suffolk*
Adam Taylor, *Norfolk*
Dylan Foale, *Devon*
Nathan Jones, *Bucks*
Patrick Richards, *Australia*
Aaron Norris, *Australia*
Lewis Prattis, *Cambs*
Martijn van Waveren & Max Borthwick, *Edinburgh*
Jack Gilbey, *Bridgeport*
Iain Dalby, *Tyne & Wear*
Christopher Grant, *Scotland*
Pieter van den Brink, *Netherlands*
David Heath, *East Sussex*
David Conroy, *Accrington*
Paul Walker, *Kidderminster*
Alastair McKellar, *Nairn*
Adam Holmes, *Birmingham*
David Grice, *West Bromwich*
Matthew Prior, *Norwich*
Luke Yeandle, *Abertillery*
Rodney McComb, *Co. Londonderry*
Max, Steven and Hal, *Dundee*

SILVER Club

complete 7 challenges

NAME	COMPLETED
Kevin Spring, *Bradford*	*A,B,C,D,G,H,I*
Kenneth Pickering, *Ayrshire*	*A,B,C,D,G,I,J*
Shaun Bell, *Trowbridge*	*A,B,D,E,G,H,I*
Kurt Peter Radford, *Rotherham*	*A,B,D,E,F,I,J*
Philip Foster, *Havant*	*A,B,D,E,F,G,I*
Derek Topper, *Bristol*	*A,C,E,F,G,H,I*
Chris Scearce, *Reading*	*A,B,C,D,F,G,I*
Arthur Van Dalen, *The Netherlands*	*A,B,D,F,G,H,I*
Ciaran McDermott, *Ireland*	*A,B,C,D,E,F,H*
Rony Costa, *Middlesex*	*A,B,C,D,E,I,J*
Andrew Castiglione, *Bristol*	*A,B,D,E,F,H,I*
Jon Olav Larsen, *Norway*	*A,B,C,D,E,F,G*
Mario Sioutis, *Greece*	*A,C,D,E,F,G,H*
Andrew Rutherford, *Macclesfield*	*A,B,C,D,F,G,I*
Ben Campion, *Staffs*	*A,B,C,D,F,H,I*
Ben Cook, *Shoreham-By-Sea*	*A,B,C,D,G,H,I*
Chris Constable, *Devizes*	*A,C,D,F,G,H,J*
Craig Scotney, *Leighton Buzzard*	*A,B,C,D,G,H,I*
Dave Bloemer, *Holland*	*A,B,C,D,F,G,K*
The Terrible Twins, *Banbury*	*A,B,C,E,F,H,I*
Gard Mellemstrand, *Norway*	*A,C,D,E,F,G,I*
Andrew Taylor, *Cheshire*	*A,B,C,D,F,H,I*
James Cruickshank, *Clackmannanshire*	*A,C,D,F,G,H,I*
Tom Clarke, *Bucks*	*A,B,C,D,F,I,K*
Kevin Gilbert, *Upton*	*A,B,D,G,H,J,K*
Brian Mulheran, *Tyne & Wear*	*A,C,D,E,F,G,H*
Robbie Klijn, *The Netherlands*	*A,B,C,D,E,F,L*
Stuart Derbyshire, *Bolton*	*A,B,D,E,F,G,I*
John Heelham, *Manchester*	*A,B,D,G,H,I,K*
Adam Denton, *Crewe*	*A,B,D,F,G,H,I*
Jeremy Scoble, *Plymouth*	*A,C,D,E,G,H,I*
Lewis Cave, *Loughborough*	*A,B,D,E,F,I,N*
Stephen Mansfield, *Derby*	*A,B,C,D,E,J,M*
Steven Said, *Australia*	*A,B,E,F,G,I,M*
Pedro Manacas & Rui Mota, *Portugal*	*A,D,E,F,H,I,N*
David Gamble, *Co. Antrim*	*A,B,C,D,I,L,N*
James Bundy, *Reading*	*A,C,D,E,F,I,L*
M. Mina, *Essex*	*A,C,E,F,I,M,O*
Nils Menzler, *Germany*	*A,B,C,E,I,N,O*
Jimmi Aarela, *Finland*	*A,B,D,E,F,I,P*
Geoffrey Maddocks, *Australia*	*A,D,F,G,I,M,N*
Christopher Grant, *Inverness*	*B,C,F,H,I,L,M*
Anthony Gruitt, *Sittingbourne*	*A,B,C,D,F,G,M*
M Hall, *Middlesex*	*A,B,D,E,F,M,P*
Sam Thompson, *Aberystwyth*	*C,D,I,M,N,O,P*
Alex Underhill, *Wolverhampton*	*A,C,F,J,L,M,O*
David Littern, *Middlesex*	*A,B,D,E,F,M,P*
Steven Dalton, *Stockton-on-Tees*	*A,B,D,E,G,H,I*
Reuben Barker, *East Sussex*	*A,C,D,G,L,N,O*
Andrew Cox, *Cornwall*	*A,B,C,D,E,F,N*
Ryan Bledsoe, *Knaresborough*	*A,B,D,H,I,L,P*
David Albon, *Herts*	*A,C,D,E,F,M,N*
Andrew Hannath, *Swindon*	*A,B,C,D,F,G,H*
James Vallerine	*A,E,F,G,I,M,O*
Andrew Granville, *Bridgend*	*A,B,D,G,I,M,O*
Gary Carney, *Newcastle-upon-Tyne*	*A,C,D,F,L,N,O*
Rod Bayliss, *Australia*	*A,B,D,F,G,H,O*
Richard Kearney, *Wirral*	*A,D,E,I,N,O,P*
Turo Halinen, *Finland*	*A,B,C,D,F,K,O*
David Lewis, *Birmingham*	*A,B,D,E,F,M,O*
Chris Smith, *Lincoln*	*A,C,H,I,O,Q,R*
Chris Barlett, *Kent*	*A,E,F,M,N,O,P*
David O'Hara, *London*	*A,B,C,D,E,F,M*
John Calderon, *Wishawhill*	*A,C,E,N,O,P,T*
Martin Leng-Smith, *Kent*	*A,B,D,F,O,Q,T*
Sebastian Vass, *Bath*	*A,B,D,H,M,O,P*
Ashley Bennett, *Essex*	*A,D,I,L,P,C,Q*
James O'Sullivan, *Somerset*	*A,B,C,D,L,O,P*
Ben Mills, *Bedford*	*A,B,D,G,J,Q,T*
Simon Johansson, *Sweden*	*A,D,F,G,H,I,N*
Tom Mitchell, *Cumbria*	*A,D,F,I,M,O,Q*
Sverre Jarl Enger, *Norway*	*A,B,D,G,M,N,O*
Rob Inman, *Aylesbury*	*B,D,L,M,N,O,P*
Jonathan Maginness, *Congleton*	*A,B,C,D,O,Q,R*
Tony Hobbs, *Leeds*	*A,B,C,E,H,M,R*
Justin Badger, *Wolverhampton*	*A,B,C,D,E,G,M*
Emil Tanem, *Norway*	*A,B,D,H,I,N,T*
Andrew Panchin, *Basingstoke*	*A,C,F,I,M,O,P*
Rene Jensen, *Denemark*	*A,C,D,N,O,Q,T*
Paul Davies, *Conwy*	*A,B,C,D,G,I,M,O*
Kevin Loughlin, *Slough*	*A,B,C,E,F,K,M,O*
Alex McIver, *Edinburgh*	*A,B,C,F,K,L,N,O*
Martyn Bibby, *Cheshire*	*A,B,D,E,F,G,H,I*
Christopher Smith, *Surrey*	*A,B,C,D,E,G,I,J*
Chris Kerry, *Essex*	*A,B,C,F,G,I,K,L*
Matthew Weston, *Nottingham*	*A,B,C,D,G,H,I,L*
Torri Marco, *Switzerland*	*A,B,C,D,E,L,M,N*
Laurie Eggleston, *Kent*	*A,B,C,D,F,G,J,M*
Philipp Sokolean, *Switzerland*	*A,B,D,E,H,I,L,M*
James Hegarty, *Belfast*	*A,B,F,G,H,J,N,P*
Richard Whitham, *Poulton-le-Fylde*	*A,B,C,D,F,G,L,O*
Matthew Wilkins, *Wiltshire*	*A,B,D,E,G,I,M,N*
David Lonroy, *Lancastershire*	*A,C,E,F,G,H,M,O*
Richard Sutton, *Kent*	*A,B,I,F,L,M,N,O*
Phillip Renyard, *Ashford*	*A,B,D,F,I,L,N,O*
Ben Woodhouse, *Whitby*	*A,C,D,H,I,M,N,P*
Arne G Pettersen, *Norway*	*A,B,F,G,I,K,M,O*
Simon Nash, *Watford*	*A,B,D,H,J,L,M,O*
James Martin, *Newent*	*A,B,C,D,E,M,O,P*
James McCallum, *County Antrim*	*A,C,D,F,I,M,O,P*
Peter Barrett, *Co. Armagh*	*A,C,D,F,L,M,N,P*
David Faggiani, *Manchester*	*A,B,C,D,F,N,O,Q*
Anthony/Daniel Hooley, *Derby*	*A,B,F,I,K,N,P,T*
Chris Gray, *Fife*	*A,C,D,E,F,H,I,J,L*
Kevin Seeney, *Bury St Edmunds*	*A,B,C,D,I,L,M,O,P*
Ciaran Spence, *Ireland*	*A,B,D,E,F,G,H,I,J*
James Eyre, *Leicestershire*	*D,B,A,F,C,J,N,P,O*
Paul Davies, *Wrexham*	*B,D,E,H,I,J,O,P,R*
Thomas McAlinden, *Ireland*	*A,C,G,I,J,M,N,O,Q*

BRONZE Club

complete 3 challenges

NAME	COMPLETED
Ben Stevens, *London*	A,E,F
Keith Tannahill, *Ayrshire*	A,D,J
Jamil Yahyaoui, *Belfast*	A,B,D
Michael Achilles, *Chingford*	A,D,I
Jan Dehm Neves, *Portugal*	A,E,G
Ben Wakefield, *Twickenham*	A,B,D
Omid Elliott, *Co. Tyrone*	A,B,C
Nick Syrad, *Reading*	A,D,F
Patrick Laakso, *Sweden*	A,B,D
David Gibson, *Fleet*	B,D,H
Mark Underwood, *Cumbria*	A,E,I
Daniel Longstaff, *Chigwell*	A,G,I
Vincent Coyne, *Galway*	A,E,F
Raoul Smids, *Belgium*	A,B,G
Chris O'Riordan, *Cornwall*	A,B,E
Sandy McKenzie, *Fife*	C,F,G
Norman Glover, *Cleveland*	A,B,F
Alex Johnson, *Sidcup*	A,C,D
Damian Unwin, *Soton*	B,C,D
Chris Hinkley, *Peckham*	A,B,F
Gordon Willmott, *Edinburgh*	A,D,K
Johan Brown, *Grantham*	A,B,D
Russell Higgins, *Shropshire*	A,G,I
Wajahat Ali, *Blackburn*	A,C,E
Adam Bull, *Leeds*	A,I,K
Tormod Krogh, *Norway*	A,C,F
Remko Veenstra, *Holland*	A,F,G
Moe Aboulkheir, *London*	A,D,J
Oliver Bolton, *Kent*	A,C,F
Elidir Jones, *Gwynedd*	A,B,F
Alan Hooper, *Weston-super-Mare*	A,D,E
Alexander Filipowski, *Warrington*	C,F,I
Wayne Parkes, *Cornwall*	A,B,D
Joel Porter, *London*	A,E,F
Floryn Cleverens, *The Netherlands*	A,C,G
Richard Holmes, *Derbyshire*	E,G,I
Alex Wood, *Ipswich*	A,B,D
Mike Hodzelmans, *Holland*	A,B,D
Michael Petch, *Doncaster*	A,B,I
Simon London, *Norwich*	A,B,C
Peter Campbell, *Belfast*	D,G,J
William Shutes, *Norwich*	A,B,F
Simon Lyddon, *Devon*	A,B,D
Steven Smith, *Essex*	B,D,F
Henry Rummins, *Ashford*	A,B,D
Edward Rummins, *Ashford*	A,B,D
Ryan Carson, *Devon*	A,C,F
Thomas Vincett, *Weston-super-Mare*	A,D,F
Sarah Margle, *Ware*	A,B,I
Toni Ylaranta, *Finland*	A,G,I
Tom Badran, *Basingstoke*	A,C,G
John Hope, *Northampton*	A,F,I
Joshua Clarke, *Birmingham*	A,C,F
Matthew Harper, *Gloucester*	A,D,I
Christopher Green, *Reading*	A,D,F
Chris Knowles, *Cheshire*	A,B,D
Dennis Schuh, *Holland*	A,C,D
Niall Quigley, *Co. Tyrone*	A,B,H
Guy Burdge, *Somerset*	A,D,E
Brian Davidson, *Co. Tyrone*	A,B,D
Scott Butler, *Co. Armagh*	A,C,G
Andrew Phillips, *London*	A,D,J
Alastair Edwards, *London*	A,D,J
Paul Shinn, *Deptford*	A,I,K
Oliver Carson, *Devon*	A,C,D
Christopher Balzan, *Kent*	A,D,F
John Davies, *Staffordshire*	A,D,F
Steven Mai, *Staffordshire*	A,C,D
Daniel Green, *Thornton*	A,C,D
Ben Dawson, *Sheffield*	C,D,J
Richard Best, *Dundee*	A,B,E
Marc Edgeworth, *Gloucester*	A,F,G
Chris Pitchell, *Bristol*	A,B,I
Harrison Bolt, *Surrey*	A,B,F
James Arnold, *Australia*	A,B,C
Alun Thomas, *Haverfordwest*	A,F,J
Mark Aquilina, *Malta*	A,B,I
Gokhan Kurt, *London*	C,H,I
Raymond Wan, *Cheshire*	A,B,D
John Stackhouse, *Walsall*	A,B,D
Lee Fletcher, *Halifax*	A,D,I
Myles Giles, *Huddersfield*	A,D,I
James McKeown, *Ayr*	B,D,I
Nader Kohbodi, *Anglesey*	A,D,E
Christopher Thompson, *Co. Antrim*	A,D,E
Plemis Luijnenburg, *Holland*	A,I,J
Chris Tate, *Tyne & Wear*	A,G,I
Manolis Kalaitzake, *Cork*	A,D,E
Neil Keery, *Co. Down*	A,B,E
Peter Bowden, *Manchester*	A,B,F
Craig Thomas, *South Wales*	A,G,H
Kari Bogdanoff, *Finland*	A,G,J
Donique Visser, *Holland*	A,B,K
Jimi McGuinty, *Cheshire*	C,D,E
Mark Anthony Say, *Cleveland*	A,D,E
Daniel Green, *Cleveleys*	A,C,D
Lochlan McBride, *Australia*	A,D,F
Gavin Major, *Worcestershire*	A,B,D
Michael Lam, *Southport*	A,B,I
Andrew Robinson, *Darlington*	A,B,C
Kristof Villers, *Belgium*	A,D,F
Paul Mann, *Evesham*	A,B,D
Edward Lunn, *West Sussex*	A,B,C
Frederic Azais, *Canada*	A,B,D
Robert Moore, *Co. Cork*	A,C,E
Michael Elderfield, *Canterbury*	A,D,F
Tjing Lam, *Netherlands*	A,E,F
Lesley Hodges, *Switzerland*	A,B,I
Tom Hill, *Wickford*	A,B,F
Mart V. D. Ven, *Holland*	A,C,I
David Conroy, *Lancaster*	A,B,C
John Addis, *Marlow*	A,B,D
Victor Supica, *Australia*	A,B,K
Ben Duffield, *Great Yarmouth*	A,D,E
Rowan Sloan, *Orpington*	A,D,F
James Hulston, *Manchester*	A,D,H
Mike Barber, *Stoke-on-Trent*	A,C,D
Gary Townsend, *Norfolk*	A,B,D
Chris 'The Pyemaster' Madden	A,B,C
Joshua Kendall, *Australia*	B,C,D
Robert Eaton	A,B,G
James Steer, *Maidenhead*	A,D,F
Robert Beaver, *Manchester*	A,B,D
Carl Brennand, *Cumbria*	A,B,F
Henry Edmondson, *Preston*	A,B,H
Richard McCann, *Wirral*	A,C,D
Thomas Taylor, *London*	A,C,D
Henryk B. Zaleskijr	A,B,L
John Lucas-Herald, *Edinburgh*	A,D,I
Michael Craze, *Chigwell*	A,C,D
Jostein Austvik Jacobsen, *Norway*	A,B,F
Daniel Aherne, *Manchester*	A,B,D
Mark Jackson, *Cumbria*	A,D,H
Paul Howling, *Suffolk*	A,D,M
Ricardo Perez, *Southport*	A,B,I
David Fisher, *Hull*	A,D,E
MD Lin, *Crawley*	D,E,H
Harris Tsalidis, *Greece*	A,C,D
Matthew Greig, *Angus*	A,E,H
Iestyn Roberts, *Caernarfon*	A,D,F
Nick Fell, *Oxshott*	B,D,M
Christopher Poole, *Bristol*	A,B,M
Anthony Reynolds, *London*	A,F,M
Luke Wells, *Chester*	A,D,I
Tom White, *West Sussex*	A,I,M
Liam Allsworth, *Oxford*	H,I,L
Daniel Allsworth, *Oxford*	H,I,L
Seiji Lim, *South Croydon*	B,C,M
William King, *Bromsgrove*	A,E,F
David Kelsey, *London*	B,D,E
Sam Ranford, *Cornwall*	D,H,I
Richard Fong, *Bebington*	A,B,D
Andrew Fong, *Bebington*	A,B,D
Hedley Gabriel, *Essex*	A,B,D
John Mellor, *Huddersfield*	A,G,H
Luke Sculley, *East Sussex*	A,B,M
Asim Haneef, *Croyden*	A,B,H
Jack Tappenden, *Kent*	A,B,M
Michael Betts, *Northampton*	A,B,M
Gregory Moore, *Radley*	D,M,O
Nicholas Crew, *Petersfield*	A,I,M
James Whitehurst, *Dorset*	C,D,F
Morville O'Driscoll, *Worcester*	A,D,O
Aaron Woolridge, *Monmouth*	D,H,N
Daniel Tiller, *Eastleigh*	A,I,M
Jenny Lam, *Southport*	A,B,I
Toby Searle, *Kent*	A,C,M
Paul Murray, *Switzerland*	A,B,P
Sam Wills, *Wolverhampton*	A,C,J
Kevin Moss, *Wolverhampton*	A,B,D
Andrew Gair, *Stafford*	A,D,P
Christopher Conn, *Aberdeen*	A,D,O
Andrew Grant, *Shetland*	A,I,P
Martin Cullum, *Middlesex*	A,E,I
David King, *Kent*	A,B,D
William Luing, *Penzance*	M,N,O
Alex Symington, *East Sussex*	A,L,O
Stephen Whelan, *Kent*	A,B,L
Adam James Rigby, *Bedford*	A,B,C
Aodan McDangh, *Ireland*	A,D,G
Jonathan Rockcliff, *Tadcaster*	A,C,D
Tim Matthews, *East Sussex*	A,D,M
Ben George, *Middlesex*	A,B,N
Andrew Squires, *Harlow*	A,B,M
Gary Azzopardi, *Telford*	A,B,O
Olli Oja, *Finland*	A,B,M
M O'Driscoll	A,D,O
Michael & Ashely Phillips, *Surrey*	A,B,M
Ricky Field, *Waringham*	A,F,P
Jack & Tom Patterson, *Shepton Mallet*	A,B,F
Byron Spring, *Kent*	A,B,M
Dave Wilkie, *Fife*	A,F,M
Stuart Millar, *Guildford*	A,H,M
Jack McCarthy, *Dublin*	D,E,F
Niall O'Toole, *Galway*	A,B,E
Richard Granville, *Bridgend*	B,I,M
Carl Docksey, *Staffs*	A,D,O
Andrew Wilkins, *Isle of Wight*	A,D,O
Brendon Edge, *Notts*	A,B,C
Michael Arnott, *Glasgow*	D,E,O
Hannu-Pekkahalme, *Finland*	A,D,O
Adan Heyes, *Co Atrium*	A,F,M
Murray Purves, *Southampton*	A,E,G
John Waters, *Derby*	A,B,D
Helen Doherty, *London*	A,B,O
Jenna Blackman, *Bognor Regis*	A,F,M
Jonathan Walker, *West Midlands*	A,O,P
Eric Milne, *Galasheils*	A,M,O
John Gallagher, *Ayrshire*	C,H,M
Robert Johnson, *Coventry*	A,F,O
James Fowler, *Staffs*	A,I,M
James Fitzgerald, *Merseyside*	A,J,O
Luke Cavalier, *Australia*	B,E,F
Geir Olav Skei, *Norway*	A,D,I
Tom Winteron, *Lincs*	A,C,F
Craig Syme, *Kent*	A,D,T
John Roe, *Cambridge*	A,B,O
Richard Elliot, *Guernsey*	A,B,D
Sandy Critchey, *Doncaster*	A,M,Q
Raymond Wegman, *Holland*	A,D,M
Christopher Tynan, *Cumbria*	B,I,T
Tim Booth, *Shropshire*	B,M,N
Simon Johnson, *Tyne & Wear*	A,M,P
Sean Cooney, *Co. Cork*	D,M,P
Stian Olsen, *Norway*	A,B,D
Chris Smith, *Lincoln*	C,H,I
Alamgir Ali, *Herts*	A,D,M
Thomas Freeman, *Derby*	B,G,J
Scott Murray, *Scotland*	A,C,J
John Campbell, *Scotland*	A,C,J
Jamie Brock, *Weston-Super-Mare*	A,F,O
Andrew Gold, *Glasgow*	A,B,I
Ludqig De Vleeschouwer, *Belgium*	A,B,D
Simon Terry, *Surrey*	A,B,M
Edward Long, *Co. Cork*	D,M,P
Mark Hall, *Shropshire*	A,B,Q
Andrew Henderson-Regg, *Norfolk*	A,F,O
Richard Dell, *Surrey*	C,D,M
Jason Frost, *Australia*	D,I,L
Kalvin Graham, *Glasgow*	D,F,G
Gavin Leithall, *Devon*	A,B,F
Jonathan Ko, *Redditch*	C,D,O
Adam Coltman, *Surrey*	A,D,F
Tom Riley, *Herne Bay*	A,N,T
Stuart Black, *Middx*	D,F,P
Chris Lockwood, *Grimsby*	A,O,P
Chris Toudic, *Jersey*	A,F,O
Thomas Yates, *Reading*	A,B,T
Chris Purdie, *Jersey*	A,I,M
Mark Robinson, *Congleton*	D,H,T
Andrew Foster, *Ilkley*	D,M,P
Matthew Sexton, *Bedford*	A,D,O
John Szcsepaniak, *Suffolk*	A,I,P
Ben Claxton, *Essex*	A,L,M
Jonathan Bennison, *Herts*	D,M,R
Gary Enticott, *Cardif*	A,R,T
Michael Rowinski, *Poland*	A,H,M
Jamie Burt, *Somerset*	M,O,Q
Simon Haywood, *Birmingham*	D,F,O
Bobby Matthews, *Kingston upon Thames*	A,D,Q
Daniel Mills, *Sunderland*	A,D,F
Paul Want, *Leamington Spa*	A,F,I
Johnathan Waugh, *Glasgow*	B,D,L
Darryl Cook, *Brighton*	A,L,O
Paul Davies, *Edmonton*	B,E,G,I
Chris Thomas, *Wallington*	A,B,C,I
Tom Walker, *Halstead*	A,E,F,H
Lawrence Gilbey, *Bridport*	A,B,C,I
Neil Williamson, *Nottingham*	A,B,C,F
James Leigh, *Clevedon*	A,B,G,I
Carl Bullen, *Liverpool*	A,B,G,H
Alex Mann, *Bedford*	A,C,D,F
Mark Quinn, *Preston*	A,B,E,I
Daniel Weserholm, *Finland*	B,D,E,I
Andrew Davies, *Essex*	A,B,D,I
Martin Cater, *Hucknall*	A,B,C,G
Daniel Lally, *Berkshire*	A,B,F,G
James Hinton, *Knoresborough*	A,B,C,D
Michael Walker, *Londonderry*	A,D,H,I
Asgeir Vikan, *Norway*	A,B,D,J
Andrew Carrington, *Pontefract*	A,D,E,J
Raymond Wells, *Essex*	A,B,F,H
Ed Higgins, *Essex*	A,B,G,I
Joel Radford, *Australia*	A,B,C,D
Kane Dorey, *Jersey*	A,B,D,H
David Dixon, *Cumbria*	A,D,F,G
Richard Woodall, *New Zealand*	A,C,D,G
Martin Drew, *Bognor Regis*	A,D,G,I
David Park, *Tyne & Wear*	A,D,F,G
James Garrity, *Liverpool*	A,B,D,E
Michael Williams, *Cardiff*	D,H,I,K
Mikael Bogdanoff, *Finland*	A,F,I,J
Tom Carver, *Devon*	A,C,H,I
Steven Goacher, *Surrey*	A,B,D,H
Kevin Gurton, *Kent*	A,B,D,I
David and Chris Mason, *Plymouth*	A,B,D,I
Scott Winterburn, *Norfolk*	A,D,G,I
Antonio V. Carmona, *Spain*	A,D,G,I
Paul Jerome, *London*	A,B,C,D
Gavin Cullen, *Earlston*	A,C,F,G
Mark Shackcloth	A,F,G,I
Daniel Brown, *Australia*	A,D,F,M
Jerden Marinus, *The Netherlands*	A,B,E,H
Jaakko Hermunen, *Finland*	A,B,C,I
Antony Bogan, *Cleveland*	B,D,H,I
Richard Doherty, *Newport*	B,D,E,J
Jonathan McConnell, *Truro*	A,B,E,F
Ross McConnell, *Truro*	A,B,E,F
Barry Glover, *Manchester*	A,B,D,M
Chris Lowe, *Tyne & Wear*	A,C,D,H
Steven Astley, *Wigan*	A,E,F,J
Mike Smith, *Gloucester*	A,B,C,M
Ivo Miguel Castro Couto, *Madeira*	A,D,G,O
David Shuker, *West Midlands*	A,B,C,H
Anthony Coombes, *Bridgewater*	A,D,O,P
Nick Mushlin, *Selkirkshire*	B,H,N,O
Luke Butcher, *London*	A,D,I,O
Steffan Hole, *Bridgend*	A,B,F,M
Chris Barnes, *Burton-on-Trent*	A,E,I,O
Ian Lawlor, *Leeds*	A,B,D,O
Gregory Dillow, *Ealing*	A,B,C,D
Henrik Brixmark, *Motala*	B,E,L,N
Oscar Cederberg, *Motala*	B,E,L,N
Edward Forrester, *Southampton*	F,G,H,M
Martin Critchley, *Doncaster*	A,C,D,M
Petri Satlin, *Finland*	B,D,E,O
Rambo, *Merseyside*	A,B,I,J
Andrew Pinchin, *Basingstoke*	A,C,F,O
David Sanderson, *Worcester*	A,B,G,M
Lorne Tieten, *Surrey*	A,C,F,I
Chris Dyer, *Newcastle-Upon-Tyne*	A,D,F,G
Nigel Pain, *Plymouth*	B,D,O,Q
Alex Dickinson, *Australia*	B,D,G,M
Ben Holroyd, *Essex*	C,D,F,P
Richard Best, *Dundee*	A,B,E,N
Kasper Bruun, *Denmark*	A,D,M,Q
Josh Bryson, *Cheltenham*	A,D,Q,R
Sheldon Marsh, *Somerset*	A,B,D,M
Andrew Barraclough, *Galashiels*	A,E,H,M
Joachim Clauwers, *Belgium*	A,B,D,F,H
Robert Ward, *Middlesex*	A,B,G,H,I
Aaron Tuson, *Essex*	A,C,D,E,F
Simon Webber, *Wokingham*	A,B,D,E,F
Stephen Rogers, *Manchester*	A,C,E,F,H
Pat Shields, *Co. Down*	A,C,D,E,I
Benjamin Khan, *Bradford*	B,C,D,F,I
Per Nilsson, *Sweden*	A,B,D,F,I
Panagiotis Bagiokos, *Greece*	A,B,C,F,I
Roeland Van Straalen, *Holland*	A,B,C,F,I
Aynsley Welling, *Cyprus*	C,E,F,G,I
Mark Herjan, *Poland*	A,C,D,J,M
Charles Ayesa, *Australia*	A,B,D,G,H
Mark Green, *Cheltenham*	A,C,D,F,H
Chris Kerry, *Essex*	A,B,C,F,I
Daniel Metcalf, *Norwich*	A,C,D,F,G
Michael Middleton, *Huddersfield*	A,B,C,D,H
Richard Brady, *Essex*	A,D,F,H,I
Steven Bigham, *Whitburn*	A,C,F,H,I
Ashley Hamilton, *Co. Tyrone*	A,B,D,H,I
Andre Bifleuen, *Holland*	A,B,E,G,I
Roger King, *Suffolk*	A,B,D,F,I
James Smith, *Gloucester*	A,B,D,F,G
Alain Keersmaekers, *Belgium*	A,B,F,J,L
Andy Pearce, *Featherstone*	A,B,D,F,I
Graeme Downes, *Surrey*	A,C,D,O,P
Adam Skeggs, *Leicester*	A,C,E,H,M
Robert & David Scott, *Fife*	A,F,H,I,M
Martin Hunter, *Edinburgh*	A,B,C,E,L
Mervyn Wan, *Surrey*	A,B,C,D,O
Scott Douglas, *Oxon*	B,E,I,M,O
Bruce Linings, *Watford*	A,D,H,L,O
Leigh Bates, *Wiltshire*	B,C,F,I,O
Jan-Erik Spangberg, *Sweden*	M,N,P,S,L
Nick Hughes, *Bury*	A,D,F,J,T
Bent Eigil Sumelius, *Norway*	A,D,E,F,I
Danielle Simoncelli, *Italy*	A,B,D,E,F
Richard Jenkins, *Scotland*	C,D,E,M,T
Steven Woolley, *Norfolk*	A,B,D,N,O,P
George Ioakimidis, *Greece*	A,B,C,D,H,I
Gavin Cole, *Tyne & Wear*	A,B,C,F,G,H
Jonathan Cole, *Tyne & Wear*	A,B,C,F,G,H
James Register, *Surrey*	A,B,C,D,F,H
David Taylor, *Fife*	A,C,D,F,H,I
Justin Servis, *Co. Roscommon*	A,D,E,G,H,I
George Roberts, *Middlesex*	A,D,E,H,M,N
Nick Taverner, *Suffolk*	A,B,C,D,H,I
John Brockie, *Cumbria*	A,B,C,D,M,N
Tony Mendum, *Middlesbrough*	A,B,D,F,J,P
Charles Brent, *Southampton*	A,B,D,F,H,O
Billy Newing, *Kent*	A,D,E,G,I,M
Richard Walklate, *Hampshire*	A,B,D,F,H,O
Gary Taylor, *Essex*	A,C,D,E,I,J
Andrew Gray, *Oban*	A,C,D,N,O,P,R
Andy Gair, *Stafford*	C,E,J,M,Q,R
Simon Murphy, *Co. Down*	A,B,D,F,O,P
James Mitchell, *Cumbria*	A,D,F,I,O,Q
Janne Kaitila, *Finland*	A,C,D,M,N,O
James McDermott, *Australia*	A,D,F,H,M,N
James Bayford, *Walthamstow*	A,D,F,I,O,T

Club 64 DIRECTORY

In association with **BEATTIES** Models Hobbies Toys Games

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! *Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.*

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

THE STUPIDS 64

21% ★1

Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



Based on the 'hilarious' straight-to-video classic starring Tom Arnold, this dire 3D adventure sees you taking on the role of a clueless business who – inexplicably – lands a big time contract. Your objective is to become almost unbelievably inept at your job.

TOP TIP *When you get to the 'Agency' option after two years of game time, remember to employ the people with the littlest knowledge. It'll sustain your cretin rating and ensure plenty of laughable 'information letters'.*

NEW! *Information now includes whether a game uses a Rumble, Controller or Expansion Pak.*

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.

1 
ZELDA 98%

2 
MARIO 64 96%

3 
TUROK 2 95%

4 
GOLDENEYE 94%

5 
SHADOWMAN 93%
JET FORCE GEMINI 93%
DONKEY KONG 64 93%

UK Game releases

40 WINKS
71% ★3
GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING
89% ★4
Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

AERO FIGHTERS ASSAULT
58% ★1
Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE
10% ★0
ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL
84% ★3
Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000
68% ★3
Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

More of the same for hardcore baseball fans. Not much of an update really, but still quite impressive.

ALL STAR TENNIS
68% ★3
Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

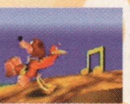
ARMY MEN: SARGE'S HEROES
67% ★3
3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

AUTOMOBILI LAMBORGHINI
67% ★2
Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE
92% ★5
Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA

Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.

TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATTLETANX
74% ★3
3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BEETLE ADVENTURE RACING
81% ★4
EA ● £40 ● 1-4 players ● rumble pak ● controller Pak ● Issue 27 ● MK

Enjoyable American-style racer with squillions of shortcuts and stacks of detail.

BIO FREAKS
76% ★3
GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front.

BLAST CORPS
88% ★5
Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS

One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BODY HARVEST
91% ★5
Gremlin ● £20 ● 1 player ● rumble pak ● on cart ● Issue 22 ● TW




Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.

TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64
50% ★1
Hudson/Nintendo ● £20 ● 1-4 players ● on cart ● Issue 8 ● ZN

Oh dear. The one-player mode is tedious and the multiplayer game has been completely ruined.

BOMBERMAN HERO
66% ★2
Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 21 ● TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE
70% **2** Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2
80% **4** Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3
82% **4** Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64
8% **0** SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA
81% **4** Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CENTRE COURT TENNIS
67% **3** Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST
70% **2** Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2
55% **1** Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY
52% **3** Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK
81% **3** GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓
24% **0** Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER
75% **3** Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA
24% **0** Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD
38% **0** Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

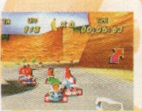
DARK RIFT
69% **1** Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY
65% **3** THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING
90% **4** Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA

A massive adventure mode and three different vehicles. Not quite as good as *MK* though.


TOP TIP: For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.

DONKEY KONG 64
93% **5** Rare • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MG




It's *Banjo-Kazooie+*, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP: Find all 20 banana fairies to activate all the cheats.

DOOM 64
77% **2** GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES
50% **0** Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUKE NUKEM 64
85% **4** GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.


TOP TIP: At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.

DUKE NUKEM: ZERO HOUR
90% **4** GT • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 28 • MG




A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.


TOP TIP: Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein. Very nice indeed.

EARTHWORM JIM 3D
68% **3** Virgin • £40 • 1 players • controller pak • rumble pak • Issue 35 • JB

Jim's back, but his first foray into 3D is a middling effort. It's enjoyably silly, mind.

EXTREME G
87% **2** Acclaim • £30 • 1-4 players • rumble pak • controller pak • Issue 9 • TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP: Enter your name as RA50 and quit a race – you'll finish in whatever position you were in when you selected quit.

EXTREME G2 (XG2)
85% **4** Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP: For all the bikes enter 3GP8ZKW76ZMW as a password.

F1 POLE POSITION
71% **1** Ubi Soft • £25 • 1 player • controller pak • Issue 7 • JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP
93% **5** Nintendo/Paradigm • £30 • 1/2 players • rumble pak • on cart • Issue 20 • JA



Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.

TOP TIP: Select exhibition and change D. Williams' last name to Vacation to access the hot and fast Hawaii circuit.

WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...

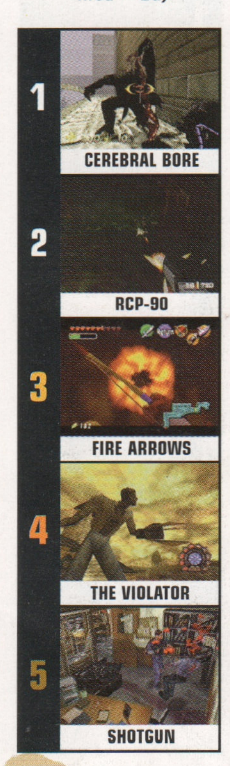




GO! GO!

BEST WEAPONS

Malcolm Shrewsbury from Hull 'shoots' his suggestions for the N64's best weapons to us, and 'hits the mark' a treat. (You're 'fired' – *Ed*)



F1 WORLD GP 2
72% 3 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

There's not enough new here to warrant buying this if you've already got the first game.

FIFA 64
39% 0 — EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

How in the wide, wide world of sport was this made legal? Like a rash. Only not as enjoyable.

FIFA '98
83% 2 — EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

Banishing the memory of *FIFA 64*, there's plenty of promise here. Not perfect, but better.

FIFA '99
83% 4 — EA ● £40 ● 1-4 players ● controller pak ● rumble pak Issue 26 ● TW

The best *FIFA* game yet. *FIFA 99* actually plays a solid game of footie. It's no *ISS '98* though.

FIGHTERS DESTINY
86% 4 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB



Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FLYING DRAGON
73% 2 — Interplay ● £40 ● 1/2 players controller pak ● rumble pak Issue 27 ● TW

Fairly enjoyable but instantly forgettable.

FORSAKEN
87% 4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK





A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X
91% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP





The fastest racer on earth, and one of the most exhilarating four-player games you can buy.



TOP TIP *Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.*

GASP!!
47% 1 — Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

A stinky old fighter, sneaked out quietly. We sprang out and punched it in the face.

GAUNTLET LEGENDS
81% 4 — Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO
22% 0 — Crave ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO
59% 1 — GT ● £50 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER
83% 4 — Hasbro ● £50 ● 1 player ● rumble pak ● on cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2
69% 3 — Konami ● £40 ● 1/2 player ● rumble pak ● on cart ● Issue 29 ● JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007
94% 5 — Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW



Brilliant levels, and scenery and a perfectly judged difficulty curve. About as good as it gets.



TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64
67% 1 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HEXEN
69% 1 — Midway ● £30 ● 1-4 players ● controller pak ● Issue 5 ● JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY
71% 3 — Konami ● £50 ● 1 player ● controller pak ● Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS
61% 3 — EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN
83% 4 — Konami ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

IGGY'S RECKIN' BALLS
56% 1 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64
67% 3 — Take 2 ● £40 ● 1 player ● rumble pak ● on cart ● Issue 34 ● JB

A comprehensive package of all things angling. There's loads to it, but it's just not that exciting.

ISS 64
92% 4 — Konami ● £30 ● 1-4 players ● controller pak ● Issue 3 ● TW





An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98
92% 5 — Konami ● £40 ● 1-4 players ● controller pak ● Issue 20 ● MK



Enhanced and updated and now more than ever, the finest football game in the world.



TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JET FORCE GEMINI
93% 5 — Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 34 ● MK





Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT
62% 2 — Nintendo/Rare ● £20 ● 1/2 players ● controller pak ● Issue 3 ● MH

Great in its time but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KNOCKOUT KINGS 2000
82% 3 — EA ● £30 ● 1/2 players ● controller pak ● rumble pak ● Issue 35 ● TW

Unexpectedly entertaining boxing sim, complete with Muhammed Ali and create-a-player.

KNIFE EDGE

42% 2 Nintendo ● £30 ● 1/4 players ● on Cart ● rumble pak ● Issue 24 ● JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA

98% 5 Nintendo ● £50 ● 1 player ● rumble pak ● on cart ● Issue 24 ● JB




Simply the greatest game ever created. Utterly amazing. If you get just one game, it *must* be this.


TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LEGO RACERS

70% 3 Lego Media ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3 Infogrames ● £40 ● 1 player ● on cart ● rumble pak ● Issue 29 ● JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN




Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

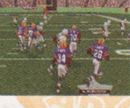
MACE: THE DARK AGE

81% 3 GT ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT

The first 64-bit outing for the Madden series is a great success but it looks a bit dated compared to *NFL 99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK




This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 2 Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5 Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● GB pak ● Issue 34 ● MK



Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 Nintendo ● £30 ● 1-4 players ● controller pak ● on cart ● Issue 4 ● JD



A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 4 Hudson ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 27 ● JN




Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MICHAEL OWEN'S WLS 2000

84% 4 THQ ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICRO MACHINES 64 TURBO

86% 4 Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB




Classic multiplayer action for up to eight miniature racing fans sharing four contollers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

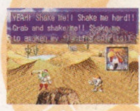
MILO'S ASTRO LANES

38% 0 Interplay ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 26 ● TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 4 Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB

It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

Horrendous AI, a clunky engine and bad controls.

MK MYTHOLOGIES

9% 0 GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% 4 Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB




Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 2 Take 2 ● £40 ● 1/2 players ● rumble pak ● Issue 33 ● JB

Okay-ish conversion of knackered old PC game, with new two-player modes.

MORTAL KOMBAT 4

84% 4 GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY

34% 1 GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

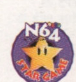
MULTI RACING CHAMPIONSHIP

71% 2 Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

MYSTICAL NINJA

90% 4 Konami ● £50 ● 1 players ● controller pak ● Issue 14 ● TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again*

NAGANO WINTER OLYMPICS

32% 1 Konami ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

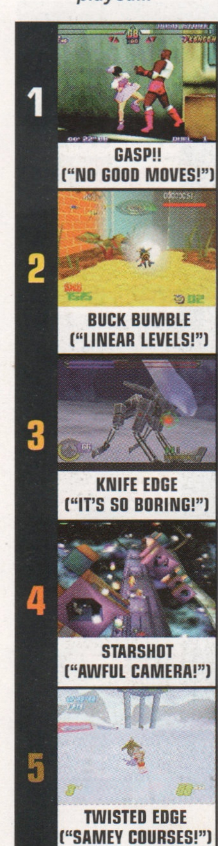
NASCAR '99

59% 1 EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 23 ● MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

WORST O' THE LOT

Simon Catt from London runs us through the worst games he's ever played...



1 GASP!! ("NO GOOD MOVES!")
2 BUCK BUMBLE ("LINEAR LEVELS!")
3 KNIFE EDGE ("IT'S SO BORING!")
4 STARSHOT ("AWFUL CAMERA!")
5 TWISTED EDGE ("SAMEY COURSES!")


GO! GO!

GAMES I WANT

Robert Drake from York states clearly what he's looking forward to in 2000.



NBA COURTSIDE

90% 4 Nintendo • £20 • 1-4 players • rumble pak • controller pak on cart • Issue 18 • MK



Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% 1 GT • £25 • 1-4 players • on cart • Issue 6 • JS

The problem here is that two-on-two basketball gets very boring, very quickly.

NBA JAM '99

83% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*.

NBA LIVE '99

64% 2 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Lacking *Courtside*'s moves and *Jam*'s sense of humour, *Live* is the poor man's basketball game.

NBA PRO '98

71% 2 Konami • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant.

NHL PRO '99

52% 2 Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above average slice of ice-based hockey, yes, but it can't compete with *Wayne Gretzky's* series.

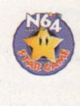
NBA PRO '99

52% 2 Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

Konami ill-advisedly take a break from *ISS* to tackle basketball. The results are painfully average.

NFL BLITZ

87% 4 GT • £45 • 1/2 players • rumble pak • controller pak • Issue 22 • MK



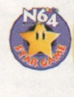


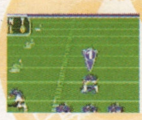
Arcade-style American football. Fast play with plenty of scraps and a customisable Editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.*

NFL QUARTERBACK CLUB '98

86% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT





It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.



TOP TIP *Check out our comprehensive five-page guide to Yank-thrashing in N64/12. • Full list of cheats in N64/19.*

NFL QBC '99

90% 5 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK





Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000

60% 2 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MK

Duff update of top QBC series with nasty passing. Stick with last year's version.

NHL '99

74% 4 EA • £50 • 1-4 players • rumble pak • controller pak • Issue 22 • JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY

62% 2 Acclaim • £40 • 1-4 players • rumble pak • on cart • Issue 14 • DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99

64% 2 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Mildly diverting hockey sim: can't touch *Gretzky*.

OLYMPIC HOCKEY

60% 1 GT • £25 • 1-4 players • controller pak • Issue 15 • MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

PAPERBOY

62% 2 Midway • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Pleasant enough rendition of simple classic, but you'll complete it in minutes.

PENNY RACERS

58% 2 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

PILOTWINGS 64

89% 5 Nintendo • £20 • 1 player • on cart • Issue 1 • TW



A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

PREMIER MANAGER 64

82% 4 Gremlin • £40 • 1 player • on cart • Issue 31 • TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64

79% 3 GT • £25 • 1/2 players • rumble pak • controller pak • Issue 15 • JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

90% 4 Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 32 • MG



The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 0OLC 0LOR S??? as a password.*

RAINBOW SIX

87% 4 Take 2 • £40 • 1/2 players • rumble pak • controller pak • Issue 35 • TW





Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS

80% 4 Konami • £40 • 1/2 players • rumble pak • on cart • Issue 22 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR

54% 1 GT • £45 • 1-3 players • controller pak • Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR

22% 0 Midway • £40 • 1-3 players • rumble pak • controller pak • Issue 29 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK

70% 3 Mindscape • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

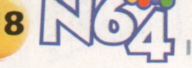
Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% 3 Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.





RESIDENT EVIL 2

90% **4**
Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG




Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT

73% **3**
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Great track editor and annoying gameplay combine to better-than-average effect.

ROAD RASH 64

68% **3**
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Solid, entertaining but unspectacular and bland update of age-old bike-fighter.

ROADSTERS

80% **4**
Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Not perfect, but quick, with loads of cars and intelligently mapped courses. Great.

ROBOTRON 64

75% **2**
GT • £50 • 1/2 players • controller pak • Issue 12 • JN

An entertaining update of the classic arcade shoot-'em-up, but more than a little repetitive.

ROCKET: ROBOT ON WHEELS

88% **4**
Ubi Soft • £40 • 1 player • rumble pak • controller pak • Issue 36 • JB




The most original, inventive 3D platformer you'll play in a long time. Top grade.



TOP TIP *Collecting Tinker Tokens allows Tinker to outfit you with new special abilities.*

ROGUE SQUADRON

85% **4**
Lucas Arts • £50 • 1 player • cart • rumble pak • expansion pak • Issue 25 • TW




Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives. An infinite amount!*

RUGRATS TREASURE HUNT

48% **1**
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 33 • MG

Dire rip-off of *Mario Party*, with none of the sub-games and none of the fun. Crud.

RUSH 2 EXTREME RACING USA

73% **4**
GT • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

You'll either love it to death or hate it with a passion. Better handling and lots of secrets.

SAN FRANCISCO RUSH

82% **3**
GT • £25 • 1/2 players • rumble pak • controller pak • Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

SCARS

79% **3**
Ubi Soft • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64

43% **2**
Kemco • £40 • 1 player • rumble pak • controller pak • Issue 31 • JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% **5**
Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB




Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.



TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

78% **3**
Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY

91% **5**
Take 2 • £50 • 1 player • on cart • Issue 22 • MK




The most original console game ever. A breathtakingly clever and supremely playable platformer.



TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SOUTH PARK

73% **3**
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first person shooter.

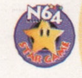
SOUTH PARK: CHEF'S LUV SHACK

83% **4**
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Genuinely amusing *Mario Party* rip-off with ace mini games. Shortlived but fun.

SNOWBOARD KIDS

86% **4**
Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA




Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

STARSHOT SPACE CIRCUS FEVER

68% **2**
Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: RACER

88% **5**
Nintendo • £50 • 1/2 players • rumble pak • on cart • expansion pak • Issue 30 • MK




Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting the Start Game option for a cut scene showing your racer trading insults with the course favourite.*

SUPERMAN

14% **0**
Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

Staggeringly inept, *Superman* is virtually unplayable. DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% **5**
Nintendo • £50 • 1 player • on cart • Issue 1 • ZN



Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% **5**
Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG




Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

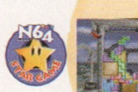
TETRISPHERE

69% **3**
Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% **5**
Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK




At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.

TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

TONIC TROUBLE

55% **2**
Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

CUTESY BEAUTSY

Jason Mudworth from Cheltenham says, "Nintendo have come up with some of the cutest characters ever!"

1 
PIKACHU

2 
YOSHI

3 
JIGGLYPUFF

4 
TOAD

5 
DURANIA (ZELDA)

GO! GO!


IT'S SNOW JOKE!

Wrapping up in his winter woolies, Alex Franklin from Crewe runs us through his best snowy N64 adventures. "This lot are top winter wonderlands!"



TOP GEAR RALLY

86% **4** Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD



Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.

TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

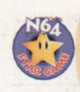
TOP GEAR OVERDRIVE

79% **3** Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TUROK DINOSAUR HUNTER

91% **4** Acclaim • £30 • 1 player • controller pak • Issue 1 • TW

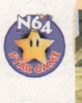



Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP *• Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2 SEEDS OF EVIL

95% **5** Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW




A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK: RAGE WARS

87% **4** Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG




The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% **2** Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

VIRTUAL POOL 64

77% **4** Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

VIGILANTE 8

74% **3** Activision • £40 • 1/4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone, with a few nice touches and a few moments of utter tedium.

V-RALLY 99



90% **5** Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA




Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% **1** Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.

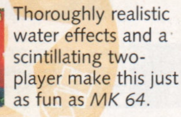
WAR GODS

46% **0** GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% **5** Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN

Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK 64*.



TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% **3** GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% **3** GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% **3** EA • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MG

EA's first WCW game is lightning quick , but disappointingly lacking in moves.

WCW/NWO REVENGE

75% **3** THQ • £50 • 1-4 players • rumble pak • on cart • Issue 22 • MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% **2** THQ • £50 • 1-4 players • rumble pak • controller pak • Issue 12 • TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

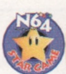
WETRIX

74% **3** Ocean • £30 • 1/2 players • controller pak • Issue 15 • JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% **5** Midway • £45 • 1-4 players • rumble pak • on cart • Issue 23 • TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.



TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WORLD CUP '98

73% **2** EA • £40 • 1/4 players • Controller pak • Issue 16 • JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER CHAMPIONSHIP

91% **5** Midway/Boss • £40 • 1/2 players • rumble pak • controller pak • Issue 33 • JB




It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *All cars and tracks: Begin a new championship mode and enter RACES THE BEST as a name. Press Left, Right, Right, Left, Down, Up at the next screen.*

WORMS ARMAGEDDON

85% **4** Infogrames • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MK

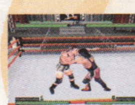


A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete the training and one-player missions to access brand new multiplayer options.*

WWF ATTITUDE

88% **4** Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 32 • MG

The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.

TOP TIP *For extra costumes in the create-a-player mode, win the WWF title as Mankind in challenge or career mode under the normal or hard difficulty setting.*

WWF WARZONE

85% **4** Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 19 • MK




A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

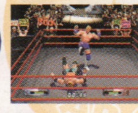


TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.*



WWF WRESTLEMANIA 2000

90% 5 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • OH

The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% 4 — Titus • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MG

Fast-paced, good-looking four-player beat-'em-up. Lacks lifespan, but still...

YOSHI'S STORY

86% 5 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 15 • TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the '?'.*

Import releases
(not yet released in UK)

Game	Details	Score	Rating
64 O-SUMO	Bottom Up • 1/2 players • Issue 11 • ME	90%	4
AIR BOARDER 64	Human • 1/2 players • Issue 16 • TW	62%	2
A BUG'S LIFE	Activision • 1 player • Issue 31 • JB	62%	2
AUGUSTA MASTERS '98	T&E Soft • 1-4 players • Issue 14 • JP	40%	1
BANGAIO	Treasure • 1 player • Issue 36 • MK	84%	4
BOMBERMAN D-DAMAN	Hudson • 1 player • Issue 20 • JP	23%	0
BOTTOM OF THE NINTH	Konami • 1/2 players • Issue 30 • TW	44%	2
CHORO Q 64	Takara • 1-4 players • Issue 20 • MK	56%	1
DENRYU IRA IRA BOU	Hudson • 1/2 players • Issue 12 • JN	65%	2
DEZAEMON 3D	Athena • 1-4 players • Issue 19 • MK	82%	4
DORAEMON	Epoch • 1 player • Issue 2 • TW	60%	1
DORAEMON 2	Epoch • 1 player • Issue 26 • JB	52%	2
F-CUP MANIAX	Imagineer • 1/2 players • Issue 34 • JB	85%	5
FAMISTA 64	Namco • 1-4 players • Issue 11 • TW	68%	1
FIGHTING FORCE	Core/Crave • 1/2 players • Issue 31 • JB	26%	1
FOX COLLEGE HOOPS	Fox Interactive • 1/2 players • Issue 26 • TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson • 1 player • Issue 26 • TW	??%	2
GLORY OF ST. ANDREWS	Seta • 1-4 players • Issue 1 • TW	58%	0
GOLDEN NUGGET	EA • 1-4 players • Issue 26 • TW	52%	2
HARVEST MOON 2	Pack In Soft • 1 player • Issue 28 • MK	82%	5
JANGOU SIM MAH JONG 64	Video System • 1 player • Issue 7 • JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer • 1-4 players • Issue 8 • TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson • 1/2 players • Issue 10 • TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami • 1-4 players • Issue 1 • TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami • 1-4 players • Issue 32 • TW	90%	5
JEOPARDY!	Take 2 • 1-3 players • Issue 16 • MK	9%	0
JIKKYOU WORLD CUP '98	Konami • 1-4 players • Issue 18 • TW	91%	4
KING OF PRO BASEBALL	Imagineer • 1-4 players • Issue 1 • TW	68%	1
KIRATTO KAIKETSU	Imagineer • 1-4 players • Issue 25 • TW	60%	2
LAST LEGION UX	Hudson • 1/2 players • Issue 32 • MK	60%	3
LEGEND OF THE RIVER KING	Natsume • 1 player • Issue 26 • JB	56%	3
LET'S SMASH	Hudson • 1-4 players • Issue 23 • TW	67%	3
MAGICAL TETRIS	Capcom • 1/2 players • Issue 26 • JA	59%	2
MAH JONG 64	Koei • 1-4 players • Issue 3 • JD	65%	1
MAH JONG MASTER	Konami • 1-4 players • Issue 1 • WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo • 1-4 players • Issue 18 • MK	74%	4
NEON GENESIS EVANGELION	Bandai • 1 player • Issue 35 • JB	61%	3
NIGHTMARE CREATURES	Activision • 1 player • Issue 25 • MK	57%	1
OGRE BATTLE 3	Quest • 1 player • Issue 34 • MG	61%	3
PACHINKO WORLD 64	Hewia • 1 player • Issue 13 • TW	12%	1
PIKACHU GENKI DECHU	Nintendo • 1 player • Issue 25 • ME	75%	3
POKÉMON SNAP	Nintendo • 1 player • Issue 29 • MG	80%	4
POKÉMON STADIUM 2	Nintendo • 1 player • Issue 25 • ME	75%	3
POWER LEAGUE 64	Hudson • 1/2 players • Issue 7 • JA	42%	0
POWER PRO BASEBALL 4	Konami • 1/2 players • Issue 3 • TW	54%	2
POWER PRO BASEBALL 5	Konami • 1/2 players • Issue 17 • MK	78%	3
PUYO PUYO SUN 64	Compile • 1/2 players • Issue 10 • ZN	80%	3
PIKACHU GENKI DECHU	Nintendo • 1 player • Issue 25 • ME	75%	3
SIM CITY 2000	Imagineer • 1 player • Issue 13 • JP	83%	3
SNOWBOARD KIDS 2	Atlus • 1-4 players • Issue 28 • JA	80%	4
SNOW SPEEDER	Imagineer • 1/2 players • Issue 26 • JA	71%	3
STAR SOLDIER	Hudson • 1 player • Issue 19 • MK	62%	1
SUPER BOWLING	Athena • 1-4 players • Issue 30 • MG	72%	4
SUPER ROBOT SPIRITS	Banpresto • 1/2 players • Issue 20 • MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami • 1-4 players • Issue 15 • TW	78%	4
TAMAGOTCHI WORLD 64	Bandai • 1-4 players • Issue 12 • JN	79%	4
TETRIS 64	Seta • 1-4 players • Issue 26 • JA	42%	1
TOKON ROAD	Hudson • 1-4 players • Issue 12 • DM	49%	1
TRIPLE PLAY 2000	EA • 1-4 players • Issue 29 • MG	50%	2
TRUMP WORLD	Bottom Up • 1-4 players • Issue 21 • MG	21%	1
VIRTUAL CHESS	Titus • 1/2 players • Issue 18 • TW	76%	3
WCW NITRO	THQ • 1-4 players • Issue 27 • JP	42%	1
WHEEL OF FORTUNE	Gametek • 1-3 players • Issue 11 • TW	17%	0
WINBACK	Koei • 1-4 players • Issue 35 • MK	83%	4
WONDER PROJECT J2	Enix • 1 player • Issue 1 • WO	55%	2

REALLY THERE

"These are N64 games that are so involving you'll start to believe you're actually there!" reckons David Gately from Durham. And he's right, y'know...

1. MARIO 64
2. SHADOWMAN
3. ZELDA
4. BANJO-KAZOOIE
5. BODY HARVEST

Club 64 DIRECTORY readers top five

cut out and send

WIN!

An N64 game of your choice!

The reader with the best, and most original chart, wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath. BA1 1BW.

REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

My Top Five...
....are:

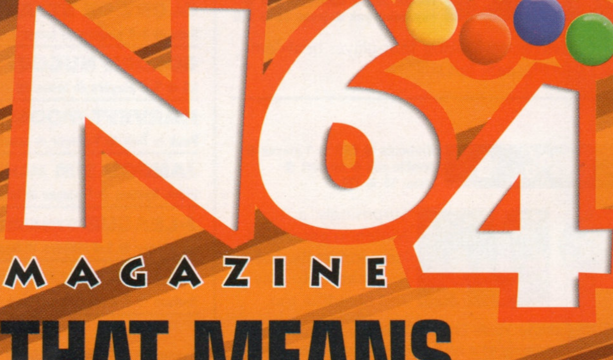
1. ....
2. ....
3. ....
4. ....
5. ....

Name...
Address...

Postcode...
Game wanted...

SAVE UP TO 33%

WITH A 12 ISSUE SUBSCRIPTION TO





THAT MEANS 4 ISSUES FREE

(PLUS FREE DELIVERY!)

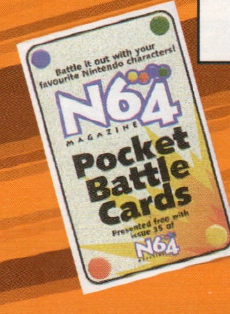
(Free delivery in UK only)

SAVE CASH!

Pay only £2 an issue when you pay by Direct Debit.

FREE GIFT!

A tips-packed Double Game Guide + or other gift, free with every issue!



FREE BOOK!

GAME OVER is the greatest book ever written on games – and it's all about Nintendo. A rattling good yarn, full of controversy, war, sweat and Mario.

Call the subs hotline on

01458 271124*

Overseas readers call +44 158 271124

Fax the order form on 01225 822523*

E-mail: subs@futurenet.co.uk*

or visit our website at www.futurenet.com

*Please quote Order No. NSFP37 when telephoning or e-mailing your order. Lines open 8am-8pm, Monday-Friday.

Standard Subscription (12 issues) rates: UK Direct Debit £24 UK Cheque/Credit Card £29 Europe (inc. Eire & N.America) £37 Rest of the World £55

Back issues

Issues 1-30 SOLD OUT!



Keep your N64 Magazine collection complete by ordering your back issues here.

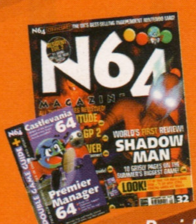


ISSUE 31

The Premier Manager Edition

An exclusive review of the N64's first footy management sim, plus details of two new *South Park* games, and four pages of new *Perfect Dark* shots. Latest news on *Armorines* plus six pages of tips for *Episode 1*.

● The DGG+ had a complete playing guide for *Castlevania* and tips for *Premier Manager 64*.



ISSUE 32

The Shadowman Edition

The first ever review of this grisly action adventure, plus reviews of *WWF Attitude*, *World Driver* and *Quake II*. We also took a closer look at forthcoming scare-'em-up *Resident Evil 2*. Don't miss it!

● The DGG+ had level-by-level tips for *Star Wars Episode 1: Racer* and a complete walkthrough for *Quake II*.

ISSUE 33

The Hybrid Heaven Edition

A world exclusive review of *Hybrid Heaven*, plus 31 new shots of multiplayer gore-fest *Turok: Rage Wars*. Where to find *Shadowman*'s first 21 Dark Souls, a multiplayer *Quake II* guide and every finishing move from *WWF Attitude*.

● In the DGG+, tips for every *Episode 1: Racer* track and a complete *Quake II* walkthrough.



ISSUE 34

The Jet Force Gemini Edition

The world's first review of Rare's superb bug-blaster, *Jet Force Gemini*. Plus pics and the latest info on the games from Japan's Spaceworld show, including *Zelda Gaiden, Kirby 64, Mother 3* and *Super Mario Adventure*. ● Find every single Dark Soul in *Shadowman* with the help of our exhaustive Book of Secrets!

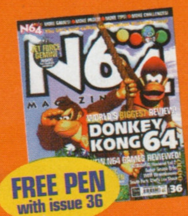


ISSUE 35

The Rage Wars Edition

Yet another world exclusive review, this time on Acclaim's new *Turok* game. Unmissable first tips on space blaster *Jet Force Gemini* and all-new shots of Capcom's zombie shocker – *Resident Evil 2*. Plus all you ever needed to know about Pokémon!

● Battle it out between your favourite Nintendo characters with our free **N64** Pocket Battle Cards!



ISSUE 36

The DK64 Edition

The biggest and best review ever of Rare's awesome new adventure. The world's first playtest of *South Park Rally*, and an exclusive look at coming football-fest *ISS Millennium*. Plus *Jet Force Gemini* tips – find *everything, Super Smash Bros, Resident Evil 2*, and *WWF Wrestlemania*.

● And don't forget your free **N64** *Worms* pen!

FREE PEN with issue 36

Back issues (subject to availability) are available for the bargain price of £3.50 by filling in the back issues section of the coupon below, by phone on (01458) 271124, or by e-mail at subs@futurenet.co.uk

N64 MAGAZINE SUBSCRIPTION ORDER

Personal details

Title ________ Initials ________ Surname ____________________

Address ____________________

____

Postcode ____________________ Country ____________________

Tel no.(inc.STD) ____________________

Your subscription will start with the next available issue. European subscribers, quote your EC VAT reg no ____________________

Please start/extend my subscription at the rate ticked below

- By Direct Debit UK only – ☐ £24
- By cheque or credit card

Fill out the coupon to the right

☐ UK £29 ☐ Europe (inc Eire & N.America) £37* ☐ Rest of world £55*

*Overseas prices quoted are for airmail only

UK readers return this coupon by freepost to: **N64 Magazine, Future Publishing, FREEPOST BS4900, Somerton, Somerset, TA11 6BR.**

Overseas readers return (postage payable) to: **N64 Magazine, Future Publishing, Cary Court, Somerton, Somerset, TA11 6TB. UK.**

Please choose your method of payment

1. ☐ **Direct Debit. (UK only).** The full amount of your subscription will be deducted in advance and in one lump sum
2. ☐ **Cheque** (payable to Future Publishing Ltd. Sterling cheques drawn on a UK account.)
3. ☐ **Visa** Expires ____________________
4. ☐ **Mastercard** Expires ____________________
5. ☐ **Switch** Issue No. __________ Valid Date __________

Card no ____________________

Signature ____________________ Date __________

☐ Please tick this box if you would prefer not to receive information on special promotions

Order Code NSFP37

BACK ISSUES ORDER HERE: (Please enclose a separate payment for back issues)

Please can I have issue(s): ____________________ as shown on the page above

Total amount enclosed ____________________ * see below

* Overseas orders: Europe add £1 and ROW add £2 for delivery

Instruction to your Bank or Building Society to pay Direct Debits.

Future Publishing — DIRECT Debit

Future Publishing Ltd.
Cary Court, Somerton,
Somerset. TA11 6BR

Originator's Identification Number

9 3 0 7 6 3

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager

____________________ Bank/Building Society

Address ____________________

____________________ Postcode __________

2. Name(s) of account holder(s) ____________________

3. Branch sort code (from the top right hand corner of your cheque) ☐☐☐☐☐☐

4. Bank or Building Society account number ☐☐☐☐☐☐☐☐

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s) ____________________ Date __________

Ref No (Office use only) ____________________

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

You may photocopy this blank form and then complete it. You cannot fax or email direct debit forms

GAMES ON

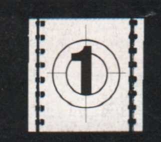
We probe N64 games for those cunning references to famous films...

When Shigsy sat down to write his first videogame, he turned to the movies for inspiration. *Donkey Kong*, with its giant lady-kidnapping ape, 'borrowed' a fair amount from King Kong – so much, in fact, that MGM sent a lawsuit Nintendo's way.

Since then, developers have littered their games with nods to their favourite films. And as the line between games and movies blurs – with titles like *Zelda 64*, *Lylat Wars* and *Resident Evil 2* helping make games astonishingly film-like – those nudge-nudge, wink-wink references are becoming much more faithful to the original movie moments.

So, dim the lights, grab yourself some popcorn and cram your knees uncomfortably behind the chair in front, as we take a glimpse at some of the places where movies, games and videos collide.

KEY TO SCORES



Barely noticeable



Subtle nod



I recognise *that*...



Slap in the face



Bring on the lawyers

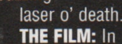
FILM

By Mark Green

LYLAT WARS

INDEPENDENCE DAY

THE GAME: On the desert planet of Katina, Fox McCloud watches powerless as an innocent pyramid is blown to smithereens by a whopping great disc-shaped spaceship and its buzzing laser o' death.



THE FILM: In Independence Day's most famous scene, US presidential residence, the White House, explodes after a good seeing to from a massive disc-shaped alien spaceship and its scary blue beam.

5

STAR TREK: THE MOTION PICTURE

THE GAME: The Starfox team takes a beating from a violent robot, which is



cobbled together from old ship parts and self-aware. In an eye-dampening moment, it cries out for its 'Creator' with its dying breath.

THE FILM: Kirk and his sour-faced crew discover that destructive alien mind 'V'Ger' is actually centuries-old Earth satellite Voyager I. Spock's mindmeld reveals that all V'Ger wants is to 'meet the creator'.



STAR WARS

THE GAME: In the midst of pitched battle, Peppy Hare radios a message to McCloud. "Come on, Fox!" he bleats. "Use your instinct!" Later, Peppy mutters, "You remind me of your father".



THE FILM: It's the classic Luke Skywalker/Obi Wan double act from Star Wars. The beardy Jedi master recognises Darth Vader's genetic legacy in his young protégé Skywalker, and screams "Use the force!" at him during the Death Star trench run.



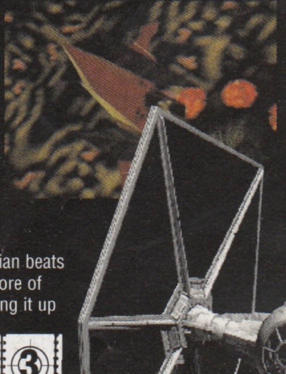
3

RETURN OF THE JEDI

THE GAME: After seeing off the hideous, pulsating brain that is Andross without his make-up, Fox escapes through a complex network of tunnels as a mammoth ball of fire roars after him.

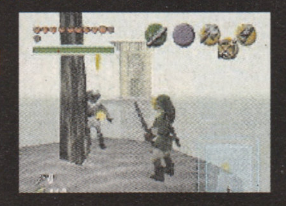
THE FILM: Lando Calrissian beats a hasty retreat from the core of the Death Star after lasering it up real nice. As Vader's house erupts, fire licks at the back of Lando's fleeing ship.

3



GO! GO!

THE LEGEND OF ZELDA: OCARINA OF TIME



SUPERMAN III

THE GAME: In a beautiful reflective room, Link is forced to do battle with a shadowy, evil version of his own self, where every sword swipe and arrow attack is reflected back by his nasty twin.

THE FILM: A 'bad' version of Superman is created after Supes is exposed to – get this – a piece of Kryptonite laced with tobacco tar. Clark Kent and the evil Superman subsequently do superhero battle. In a junkyard, though.

2

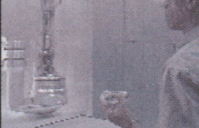


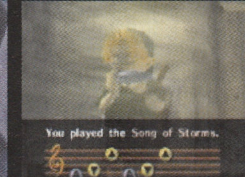
RETURN OF THE JEDI

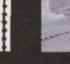
THE GAME: Sent on a quest by a big tree, Link waves a tearful goodbye to lifelong friend Saria on a bridge overlooking a lush, peaceful forest. Will he ever return?

THE FILM: On the lush, peaceful forest world of Endor, Princess Leia and supergeek Luke Skywalker go their separate ways. Was he ever to be seen again? Unfortunately yes – in stupefyingly poor sci-fi flick Slipstream. Talk about one-shot wonders!

3







TERMINATOR 2

THE GAME: Temporal paradoxes aplenty, including the infamous 'Windmill Episode' – Link plays the Song of Storms to the windmill guy, but only after he's learnt it from the same man in the future.

THE FILM: After the T1000 from the future is crushed, the Cyberdyne corporation learns from the technology – and subsequently invents the T1000. Terminator is one of Shigsy's favourite films, apparently.



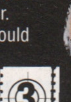

3



THE GREAT ESCAPE

THE GAME: Link is desperate for a rendezvous with the assorted lovelies of Gerudo Fortress, but the bridge is broken. In a dramatic cut-scene, Link's trusty steed Epona soars over the chasm.

THE FILM: After a mass escape from a German POW camp in World War II, Steve McQueen reaches the Swiss border. With one final leap, he could be free. But isn't. Oh, and he's on a motorbike. Good jump though...



3



TUROK 1 AND 2



JURASSIC PARK

THE GAME: The dinosaur hunter comes face to face with a pair of shiny-toothed Velociraptors and their insatiable appetite. With a couple of blasts from a double-barrelled shotgun, they're sent heavenward.

THE FILM: Self-styled dinosaur hunter Robert Muldoon spots a Raptor-like rustling in the bushes. 'Clever girl,' he concedes, as the dinosaur materializes beside him to tear his head off.



4



THE LOST WORLD

THE GAME: Turok finds a tame Stegosaurus minding its own business in a conveniently-positioned stable. Hopping on, he takes pot shots at petrified mutants as he rides through dinosaur country.

THE FILM: Evil Pete Postlethwaite rides through 'Island B', indiscriminately taking out petrified reptiles as he goes. But with nets. And, er, he's riding a jeep. Still, there's dinosaurs in it.



2

ALIENS

THE GAME: In an area with mysterious alien eggs piled sky-high, Turok stumbles across the Queen Mantid, a hideous alien mum who drops babies from her vile egg-tube thing. Turok toasts her.

THE FILM: After the rest of the Sulaco's crew have been ripped to shreds, Ripley finds the source of everyone's problems – a huge, sinuous, egg-laying machine of a Queen. Ripley toasts her.

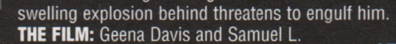


3



THE LONG KISS GOODNIGHT

THE GAME: Turok finally puts paid to the Campaigner in the evil one's home territory, then pounds out of the burning building as the swelling explosion behind threatens to engulf him.



THE FILM: Geena Davis and Samuel L. Jackson run for their lives through a hotel corridor, as a blast of dynamite mushrooms behind them. It trumps *Turok* with a superb machine gun/ice moment, though.



3

DUKE NUKEM: ZERO HOUR

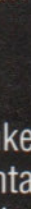
PLANET OF THE APES

THE GAME: After a gunbattle on the streets of downtown New York, Duke becomes the world's first time traveller, emerging in a post-nuclear world where the Statue of Liberty is half-buried in rock, bless her.

THE FILM: Charlton Heston lands on a planet where lucky apes dominate. At the end of the film, he discovers a half-buried Statue of Liberty, and realises he's been on a post-nuclear Earth all along. Meaningful!



5



TITANIC

THE GAME: The Dukester explores the bowels of a sea-faring ship and finds a vintage car rocking back and forth in a – ahem – questionable manner. Duke's soon engaged in a race for air as the boat sinks.

THE FILM: Rose DeWitt Bukater and Jack Dawson indulge in some romantic behaviour on a vintage car hidden in the bowels of the Titanic. They're soon frantically racing against time as the ship goes under.



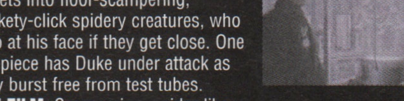
4

ALIENS

THE GAME: Mr Nukem pumps bullets into floor-scampering, clickety-click spidery creatures, who leap at his face if they get close. One set-piece has Duke under attack as they burst free from test tubes.



THE FILM: Scampering, spider-like facehuggers break free of their glass prisons and clickety-click their way along the floor, clamouring to get their suckers on human fizogs. Scary.





3



INDIANA JONES AND THE TEMPLE OF DOOM

THE GAME: In the wicka-Wild West, Duke jumps into a minecart and is taken on a thrilling – but dangerous! – ride through underground caverns, with conveniently-placed guards taking pot-shots at him.

THE FILM: Dr Jones and his comedy entourage take part in a breathtaking minecart chase sequence as they scarper from a Hindu Cult. Various gun-laden baddies demonstrate what bad shots they are along the way.



4

SHADOWMAN

SE7EN



THE GAME: A bleak, present day world; a serial killer on the loose; his lair uncovered as a dark, depressing New York tenement building filled with spine-chillingly disturbing gubbins.
THE FILM: Brad Pitt and Morgan Freeman live in an absurdly bleak, monochrome world, and discover the killer's New York tenement building appartment bursting with horrifying diaries and frightening souvenirs.

5

SILENCE OF THE LAMBS





THE GAME: Avery Marx – the same killer whose apartment could do with a spring-clean – has a natty pair of night vision goggles, which he uses to foil Mike LeRoi during a chase in complete, nail-biting darkness.
THE FILM: Echoes of the final scenes of Silence of the Lambs, where Clarice accidentally stumbles upon Buffalo Bill's house. He also bathes the house in darkness and employs a pair of night goggles.



JACOB'S LADDER



THE GAME: Tormented hero Mike LeRoi blames himself for the untimely death of his little brother, Luke. Before long, Luke's spirit is helping guide the shiny-eyed demon, and LeRoi is using the boy's teddy to warp.
THE FILM: Tim Robbins' character, haunted by memories of his dead relatives, is eventually shown the way to heaven by the spirit of his dead son. Aaah. Shame there's no teddy warps, though.

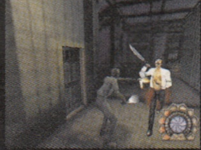
3

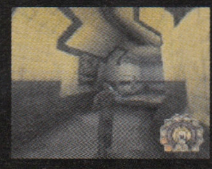
AN AMERICAN WEREWOLF IN LONDON



THE GAME: On his seemingly never-ending quest, LeRoi arrives in the London Underground. Entering a small, solitary, darkened room, Jack – Springheel Jack, Jack The Ripper – drops down onto Mike's head.
THE FILM: A man steps off an underground train. He hears a howl. He walks. Then, something appears. The man runs; the monster gives chase. The last we see is the man's petrified face as the beast makes its final, fatal leap. Cripes!







ARMORINES

STARSHIP TROOPERS

THE GAME: Tony Lewis and Myra Lane's main quest is to do away with the alien head honchos – disgusting-looking 'brain bugs'. Also relevant are the giant bugs in the initial cut-scenes that pump out blinding flares.





THE FILM: Expect Touchstone's lawyers to be knocking on the door of Acclaim's Teeside HQ any day now. Starship Troopers features a globby brain bug (which feeds on human grey matter) and those flare-pumping aliens.

5

KING KONG



THE GAME: As our hero watches, powerless to intervene, a giant bug picks ups a hapless scientist and carries him off to a silo. Your mission, then: rescue the scientist from the bug's clutches.
THE FILM: A classic cinema moment as hapless, screaming Fay Wray is grabbed by the lovestruck monkey and taken to his cave for coffee. Admittedly, there are no alien planets, bugs or guns in King Kong.

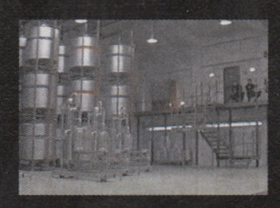


GOLDENEYE

GOLDENEYE

THE GAME: 007 tramples through Russia's Statue Park and finds his old pal, Sean Bean, sporting a fresh scar on his head and claiming to have reinvented himself as Janus, super-evil double-crossing bad guy.
THE FILM: James Bond rounds a corner in the train depot and is found by the same old friend, Mr Sean Bean, sporting the self-same scar on his cold, harsh face.







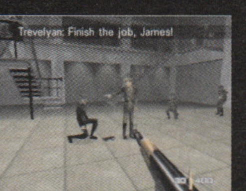
GOLDENEYE (AGAIN)

THE GAME: A giant room at the end of the Facility level features giant gas canisters, several staircases leading to curiously empty rooms, and a nerve-jangling gun battle with the despicably evil Ouromov and friends.
THE FILM: Thanks to Rare getting their mitts on set blueprints from the original film, the layout of the bottling room and the gunfight within are identical. Except for two extra bottles. Those fools!



GOLDENEYE (AGAIN)





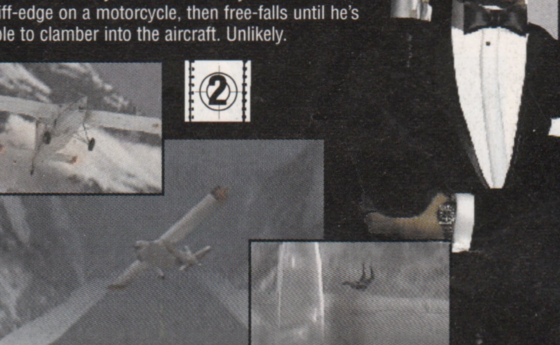
THE GAME: Just before Sean Bean snuffs it (for the first time), he has a little speech to make. "Do it for England, James!" he cries, before succumbing to a bullet from Ouromov's gun at point-blank range. That's gotta smart!
THE FILM: It's the same speech – Rare's attention to detail again – but with an added dose of swearing. "Do it for England, James! Blow 'em all to hell!" Censorship, late scripting changes or human error?

3

GOLDENEYE (ETC.)

THE GAME: Bond knocks on the door of a hut, wastes the *two* guards who are guarding the solitary key, then hops into the waiting plane for a quick getaway.
THE FILM: A little trickier. The plane is already off down the runway, so Bond casually rides off the cliff-edge on a motorcycle, then free-falls until he's able to clamber into the aircraft. Unlikely.

2





Coming soon in... N64 MAGAZINE

SOUTH PARK RALLY

Acclaim's brilliant racer gets the full review treatment! We show you all the characters, all the tracks and essential racing tactics – don't miss out!

CARTMAN



NEXT MONTH IN planet GAME BOY

ON NO! YOU GOTTA COMPLETE ALL THE HUNTIN' AND FISHIN' LEVELS FIRST!

REVIEWED!
DRAGON WARRIOR MONSTERS
MARBLE MADNESS

REVIEWED! PART 2!
BILLY BOB'S HUNTIN' & FISHIN'
READY 2 RUMBLE

N64 MAGAZINE THE UK'S BEST-SELLING INDEPEND

ISSUE

38



MORE TIPS!

DONKEY KONG 64

Another DK64 special!

More bananas, more fairies, more everything!

Latest news!

PERFECT DARK | ZELDA GAIDEN | SHADOW MAN 2

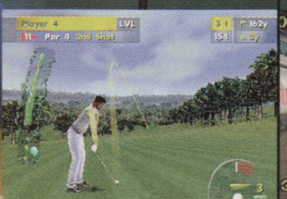






Reviewed!

EPGA GOLF | TOP GEAR HYPERBIKE | ASTEROIDS







and a whole lot more besides

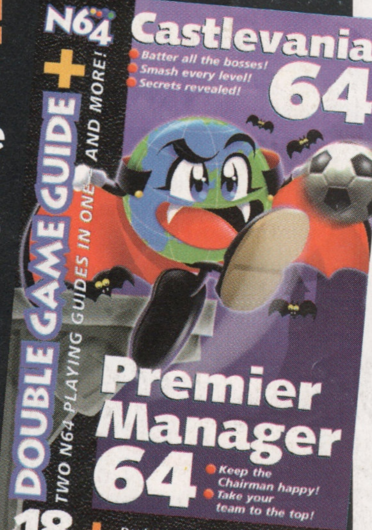
On sale Tuesday 25th January

- First news on the latest N64 games
- Tonnes of new tips and cheats
- Every Japanese and US game reviewed
- New Skill Club 64
- Loads of prizes
- The ONLY reviews you can trust

PLUS!

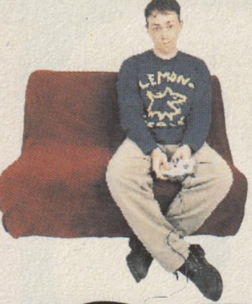
Absolutely Free!

An all-new Double Game Guide + featuring two of Christmas' biggest games! Don't miss out!



ENT NINTENDO MAGAZINE!

All magazine contents and free gifts subject to change.



Wish you were here...

A personal journey into the world of exceptional N64 games that have passed without as much as a whimper. This month, the fantastic...

Forsaken 64

with Martin Kitts



This brings back fond memories. *Forsaken* was the first Star Game I had the privilege of reviewing in N64, although my enthusiasm for its tense blasting action didn't exactly make it fly off the shelves. Shame, really. Dusting off the cart 21 issues later reveals a game which still looks the business and doesn't have much competition in the N64 shoot-'em-up market.

It's also one of the trickiest games you can buy, thanks to a unique control system that uses every button on the pad and takes hours of practice to get used to. As well as having to pilot your floating pioncycle around huge mazes, pressing switches and solving simple puzzles, you have to simultaneously fend off attacks from every angle, including above and below you. In fact 'up' and 'down' don't really exist in *Forsaken*, because it's a true 3D, 360° game. If you follow an enemy craft with your gun sights, you can end up pointing in any conceivable direction, with no gravity or auto-centre to set you back on course.

The enemies are vicious little gits too. I still have nightmares about my encounters with the boss character known as 'Nutta', a tiny, ludicrously fast, virtually unhittable killing machine who wiped me out almost 20 times in a row and caused the accidental destruction of a perfectly good official controller. Nutta got what was coming to him, eventually, because for all the overwhelming odds the game throws at you, it's never unfair. If you're good enough, you'll beat it. And that's exactly what separates the best shoot-'em-ups from the shoddy ones that just fill the screen with enemies in order to wear you down.



After revisiting *Forsaken*'s moody tunnels and dank sewers for one more crack at the evil Metatank and his mechanoid buddies (and discovering that I've completely forgotten how to control the pioncycle), I'm very tempted to pop into town and buy myself a copy of the game to take home and get reacquainted with. After all, they've got one at the local Games Exchange for a tenner, and that's a small price to pay for the chance to make friends with Beard and Foetoid all over again.



index to N64 issue 37

An ear to the ground 25
Armorines review 72
Back Issues 123
Castlevania 2 preview 20
Directory 114
Dr Kitts 103
EPGA Golf preview 20
Evel Knievel GB review 50
Fighting Force review 76
Game On 104
Games on Film 124
Harvest Moon 64 preview 22
How to... go bananas in *Donkey Kong 64* 35
How to... smash 'em all in *Smash Bros* 90
How to... unleash some whup-ass in *WWF Wrestlemania 2000* 94
I'm the Best 106
Information Station 26
ISS Millennium Special Investigation 54
Letters 86
Mario Party 2 preview 16
Missile Command GB review 50
NBA Jam 2000 review 70
New Goods 13
Next Month 128
Nuclear Strike Future Look 8
Planet Game Boy 44
Pokémon Snap review 80
Ready 2 Rumble review 66
Ridge Racer 64 preview 24
Ronaldo V-Football GB review 51
Skill Club 64 110
South Park Rally preview 17
Subscriptions 122
Tips Extra 98
Tony Hawk's Skateboarding preview 25
Top Gear Rally 2 Future Look 6
Welcome to N64 3
Wish You Were Here... 130
Worms Armageddon GB review 51
Zelda Gaiden preview 18

This issue on sale Monday 20th December
Next issue on sale Tuesday 25th January

01279 321 321
ORDER ONLINE AT UKGAMES.COM

How to Order

By telephone on **01279 321 321**

By fax on **01279 322 322**

By post at **Special Reserve, P.O. Box 847, Harlow, CM21 9PH**
Free immediate cheque clearance

By e-mail to **Orders@reserve.co.uk**

Online at **http://ukgames.com** or at any of the other Special Reserve addresses

Or visit a **Special Reserve Club Shop**

Prices include VAT and delivery
Fast, efficient, accurate despatch
0% finance option - see below
Market leader - established 12 years
Official Sony, Nintendo & Sega supplier
All genuine UK new boxed product
Open until 8 pm (5 pm Sun)

We only supply members but trial membership is just 60p

Why have 500,000 people joined Special Reserve?

Just £6.99 gets you into the club
There is no obligation to buy anything
Claim a FREE GIFT if you buy any one item as you join or renew*.

Full members (£6.99 UK) receive:
- One Year Family Membership
- 9 issues of the Club Magazine with Incredible Special Offers
- Free entry to Club Competitions
- Any one of 20 FREE GIFTS*
- Bonus Book of 3500 Cheats
- Bonus Best Internet Guide
- Save just 5 Reddies - and choose another FREE gift.



FREE GIFT LIST
01279 321 321 or UKGAMES.COM

Choose any gift when you buy any one item at the same time as joining Special Reserve for one year (£6.99)

- FREE 3D ANALOGUE CONTROLLER FOR N64
- FREE PAIR OF 1 MB MEMORY CARDS FOR N64
- FREE RUMBLE PACK FOR N64
- FREE SCART LEAD FOR DREAMCAST
- FREE PAIR OF CONTROLLERS FOR PSX
- FREE PAIR OF 1 MB MEMORY CARDS FOR PSX
- FREE SUPER AV SCART LEAD & LINK CABLE FOR PSX
- FREE CASIO DC2000 PERSONAL ORGANISER
- FREE INFLATABLE ARMCHAIR - BLUE, PINK, RED OR PURPLE (add £3 carriage for this item)
- FREE SUPER MARIO RADIO ALARM CLOCK
- FREE REMOTE CONTROL CAR & SPORTS WATCH
- FREE 52 CAPACITY CD WALLET (SOFT BLACK)
- FREE PAIR OF MAD CATZ CONTROLLERS FOR PC
- FREE AMIGA EMULATOR FOR PC
- 7 GAMES FREE ON CD FOR PC

Actua Soccer, Premier Manager 2, Utopia, Zool 2, Space Crusade, Retribution and Re-loaded

BONUS **3500 CHEATS BOOK** and **INTERNET GUIDE** with EVERY GIFT



0% Pay in 9 Months!

10% deposit, no more to pay for 9 months and no interest, subject to status.
Your total purchase must be over £200 including one hardware item.
0% APR if the balance is paid in full after nine months or 29.8% APR extended loan.
Written details in the Club Magazine.
Just ask for 0% finance when you order.

Nobody gives value like Special Reserve - check out these prices

BEST BUY
SAVE £35
BODY HARVEST **9.99**

BEST BUY


DONKEY KONG 64 + RAM PACK **47.99**

BEST BUY


TUROK 2 **19.99**

BEST BUY


ARMORINES **33.99**

Special Reserve Discount Network
1 FREE
Only one per address
For a free magazine
go to www.1FREE.co.uk
or phone 01279 321 321
or ask in a club shop



FREE SCART LEAD
When you buy a Nintendo 64, Playstation or Dreamcast at the same time as a television.
TVs from only £89.99
0% FINANCE AVAILABLE
(See above)



FREE
1 MB
DOWN
FREE Extra Controller & FREE Memory Card with every N64

N64 FIRE PACK 64.99
N64, Official 3D Controller & RF lead
PLUS FREE extra 3D Controller
PLUS FREE 1 MB memory card
Save £30
Available in Standard Grey or add £9.99 for new Pink, Green, Purple, Charcoal, Orange or Blue

+ GOLDENEYE or MARIO 64 ... ...84.98
OR + D/KONG 64 & HI-RES 109.98
Available only in Standard Grey

A Scart lead is recommended for connection to a TV with SCART input 7.99
OFFICIAL 4 MB HI-RES RAM PACK 23.99

N64 Top 100
All prices include delivery
200 items DOWN this month. Many at below trade price
(Hi) = Hi-res RAM expansion compatible

40 WINKS	32.99
1080 SNOWBOARDING 93%	26.99
A BUGS LIFE	30.99
ARMORINES	33.99
ASTEROIDS	29.49
BANJO-KAZOOIE 96%	25.99
BASS HUNTER	32.99
BATTLEZONE	32.99
BEETLE ADVENTURE RACING	26.99
BIO FREAKS 85%	29.99
BLAST CORPS 89%	13.99
BODY HARVEST 93%	9.99
BUCK BUMBLE	19.99
CARMAGEDDON (Hi)	35.99
CASTLEVANIA 90%	34.99
CHARLIE BLASTS CHALLENGE	29.99
CHOPPER ATTACK 8%	34.99
COMMAND AND CONQUER 91%	36.99
DESTRUCTION DERBY 64	35.99
DIDDY KONG RACING 97%	28.99
DONKEY KONG 64 WITH HI RES RAM EXPANSION PACK	**47.99**
DOOM 92%	9.99
EARTHWORM JIM 3D	37.49
EPGA GOLF	28.99
F-ZERO X 92%	24.99
F1 RACING SIM - MONACO GP	34.99
FIFA 99 94%	33.49
FIGHTING FORCE	32.99
FORMULA 1 WORLD GP 2 91%	33.99
FORSAKEN 93%	12.99
GEX 3 - DEEP COVER GECKO	32.99
GOLDENEYE 98%	26.99
HOLY MAGIC CENTURY 84%	21.99
HOTWHEELS TURBO RACING	33.99
HSV ADVENTURE RACING	33.99
HYBRID HEAVEN	29.99
INT. SUPERSTAR SOCCER 98	28.99
JEREMY McGRATH SUPERCROSS	33.99
JET FORCE GEMINI	39.99
KNIFE EDGE	24.99
KNOCKOUT KINGS 2000	33.99
LEGEND OF ZELDA 98%	37.99
LEGO RACERS	34.99
LYLAT WARS 95% (RUM)	24.99
MARIO GOLF	36.99
MARIO KART 64 94%	26.99
MARIO PARTY 85%	32.99
MICHAEL OWEN'S SOCCER	35.99
MICRO MACHINES 64 TURBO	29.99
MISSION IMPOSSIBLE 92%	27.99
MONSTER TRUCK MADNESS	32.99
NASCAR 99	27.99
NBA HANGTIME	9.99
NBA JAM 2000	33.99
NBA LIVE 2000	33.99
NBA PRO 99	39.99
NEW TETRIS	33.99
NFL QUARTERBACK CLUB 2000	33.99
NHL BREAKAWAY 99 90%	24.99
NHL PRO 99	38.99
OLYMPIC HOCKEY 98 84%	14.99
PERFECT DARK (Hi)	39.99
PREMIER MANAGER 99 90%	33.99
QUAKE 92%	18.99
QUAKE 2 91%	29.99
RAINBOW SIX	36.99
RAYMAN 2	34.99
RESIDENT EVIL 2 (Hi)	38.99
READY 2 RUMBLE BOXING	34.99
RIDGE RACER REVOLVER (Hi)	39.99
ROAD RASH 64	32.99
ROADSTERS	34.99
RUGRATS TREASURE HUNT	32.99
SHADOWMAN (Hi) 93%	39.99
SILICON VALLEY 91%	18.99
SOUTH PARK 92%	39.99
S. PARK: CHEF'S LUV SHACK (15)	33.99
SOUTH PARK RALLY	33.99
STAR WARS: RACER (Hi)	39.49
STAR WARS: ROGUE SQUAD (Hi)	36.49
STARCRAFT (Hi)	39.99
STARSHOT: SPACE CIRCUS	15.99
SUPER CROSS	33.99
SUPER MARIO 64 100%	21.99
SUPER SMASH BROTHERS	39.99
TAZMANIAN EXPRESS	32.99
TONIC TROUBLE	34.99
TUROK 2 - SEEDS OF EVIL (Hi)	19.99
TUROK RAGE WARS	33.99
TWISTED EDGE SNOWBOARDING	24.99
V - RALLY 99 90%	16.99
VIGILANTE 8 - 2ND OFFENCE	30.99
WCW MAYHEM	33.99
WIPEOUT 64 93%	29.99
WORMS ARMAGEDDON	32.99
WWF ATTITUDE 91%	39.99
WWF WRESTLEMANIA 2000	35.99
XENA WARRIOR PRINCESS	34.99

Nintendo 64 Books

LEGEND OF ZELDA OFFICIAL STRATEGY GUIDE	10.99
SHADOWMAN OFFICIAL STRATEGY GUIDE	9.99
SECRET CODES 2 FOR NINTENDO 64	7.49
SPECIAL RESERVE BOOK OF 3500+ CHEATS	3.99
WWF ATTITUDE OFFICIAL PLAYERS GUIDE	9.99
WCW MAYHEM OFFICIAL STRATEGY GUIDE	9.99

GAME BOY COLOR
WITH FREE MAINS ADAPTOR
£65.99
SAVE £23
Available in 6 Colours
Games From £12.99

POKEMON PHENOMENON
Gotta collect 'em all

POKEMON BLUE	22.99
POKEMON RED	22.99
PIKACHU (see right)	19.99
OFFICIAL GUIDE BOOK	9.99
LINK CABLE	5.99

NEW

Sega Dreamcast
£199.99
Less £10*

*Deduct £10 off our price of any one item bought at the same time as a Dreamcast. Games from £25.99

Nintendo 64 Peripherals

OFFICIAL NINTENDO 3D CONTROLLER WITH FREE 1MB MEMORY CARD

Black	17.99	Blue	17.99
Green	17.99	Clear Purple	17.99
Red	17.99	Yellow	17.99

COMPETITION PRO NS64 CONTROLLER
Colour may vary ... **9.99**
5 fire buttons and view control, auto-fire and turbo fire with memory card slot.
SAVE £10

JORDAN GRAND PRIX RACING WHEEL AND PEDALS ...45.99
(Dual shock & Dual rumble)
SAVE £24

TOP DRIVE DOUBLE SHOCK WHEEL AND PEDALS ... 49.99
Programmable buttons, D-shaped wheel, stick shift, self centering technology
SAVE £15

TOP DRIVE 3 RACING WHEEL ... 27.99
Programmable buttons, D-shaped wheel, stick shift, self centering technology
SAVE £2

MAD KATZ STEERING WHEEL AND PEDALS ... 39.99.
8 digital buttons and analogue foot pedals.
SAVE £40

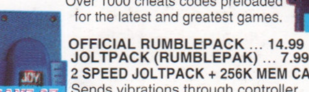
4MB HI-RES RAM EXPANSION PACKS:
OFFICIAL EXPANSION PACK ... 23.99
JOYTECH EXPANSION PACK ... 16.99
Hardware upgrade that provides an all round performance boost to your N64. Allows certain games to be played in high resolution. Look for games marked (Hi)
SAVE £13

INTERACTOR RUMBLE VEST ... 21.99
Sends vibrations through the vest to give an extra dimension to gameplay. Requires scart connection.
SAVE £3



ACTION REPLAY ... 34.99
Cheat cartridge containing hundreds of cheats for most N64 games. Fully programmable memory allowing enables you to add, store or delete cheat codes.

XPLORER 64 CHEAT CARTRIDGE ... 19.99
Over 1000 cheats codes preloaded for the latest and greatest games.
SAVE £15



OFFICIAL RUMBLEPACK ... 14.99
JOLTPACK (RUMBLEPAK) ... 7.99
2 SPEED JOLTPACK + 256K MEM CARD ... 12.99
Sends vibrations through controller.
SAVE £7

OFFICIAL 256K MEMORY CARD(12 SLOT)	14.99
1 MB MEMORY CARD (48 SLOT)	4.99
PAIR OF 1 MB MEMORY CARDS	7.99
8 MB MEMORY CARD (384 SLOT)	16.99

Special Reserve Big Club Shops



EASY PARKING
PC UPGRADES (£12 to fit any item)
PC REPAIRS (£30 plus parts)
OPEN 'TIL 8PM (10am to 5pm Sun)

BASILDON, ESSEX ... 01268 287776
Festival Leisure Park. 1 mile off A127
BRISTOL 0117 924 5000
351 Gloucester Road (A38). Nth of City
CHELMSFORD, ESSEX 01245 348777
43 Broomfield Road. Near bus station
EGHAM, SURREY ... 01784 473444
168 High Street. 1 mile J13 off M25
NOTTINGHAM 0115 949 1000
164 Derby Road, Stapleford.
2 miles J25 off M1. Nr Pizza Hut
SAWBRIDGEWORTH 01279 322399
The Maltings, Station Road
Not far from M11 junctions 7 or 8
UPMINSTER, ESSEX 01708 225544
209 St Mary's Lane. 2 miles J29 off M25

WINACAR.CO.UK - £1 Million prizes



Special Reserve Discount Network

UKGAMES.COM ... ... Cheapest games, thousands of reviews, news, video clips, release dates, charts and special offers.
UKCHEATS.COM **UKN64.COM**
UKDREAMCAST.COM **UKPLAYSTATION.COM**
UKHANDHELDS.COM **UKPLAYSTATION2.COM**
UKPOKEMON.COM **1FREE.CO.UK**

UKCOMPUTING.COM ... From leads to Pentium CPUs - we stock a massive range of PC Upgrades, all at incredible discount prices.
UKCDROM.COM **UKRAM.COM**
UKDVD.COM **UKSOFTWARE.COM**
UKPRINTERS.COM **MAXXPC.COM**

FREEOLA.COM ... ... The UK's best FREE internet service ever - by far. No CD needed, FREE Technical Support, choice of 800 e-mail addresses e.g. Englandfans.com. Lots more - just log on
UKSHOPPING.COM ... All UK shops - only UK shops
FBFANTASY.COM ... ... It's free too - our £5000 Football game
WINACAR.CO.UK ... ... Lots of free competitions and cars to win

Some items carry a £1 surcharge in the shops. Inevitably some products listed may not yet be available and prices may change - please phone. SAVE = Saving off full recommended price. Sent to press 25/1199. E. & O. E. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG.



37 JANUARY 2000

REVIEWS THIS ISSUE!

READY 2 RUMBLE
ARMORINES
NBA JAM 2000
FIGHTING FORCE
TOY STORY 2
POKÉMON SNAP

OTHER GREAT STUFF!

DONKEY KONG 64 TOP SECRET TIPS SPECIAL
ISS MILLENNIUM SPECIAL INVESTIGATION
THE ULTIMATE YULETIDE BUYING GUIDE
N2K: NINTENDO IN 2000
WIN!! POKÉMON GOODIES
TOP GEAR RALLY 2 FUTURE LOOK
NUCLEAR STRIKE FUTURE LOOK
SUPER-DUPER SUPER SMASH BROS TIPS
PANT-YANKING WWF WRESTLEMANIA GUIDE
SOUTH PARK RALLY PREVIEW
ZELDA GAIDEN PREVIEW
GRAND THEFT AUTO (GB)

LOOK OUT! Over 50 pages of brand new N64 games!



MARIO PARTY 2 PAGE 16

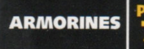


ZELDA GAIDEN PAGE 18



READY 2 RUMBLE PAGE 66





ARMORINES PAGE 72



GTA (GB) PAGE 47



Completely independent Nintendo 64 advice
30 Monmouth Street, Bath, BA1 2BW